

PRIMA'S OFFICIAL STRATEGY GUIDE

THE SCORPION KING™

**KILLER
MAPS
INSIDE**

RISE OF THE AKKADIAN



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THE SCORPION KINGTM

RISE OF THE AKKADIAN

PRIMA'S OFFICIAL STRATEGY GUIDE

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ORIGINS OF THE SCORPION KING

THE EARLY DAYS



Long before the rise of the warlord Memnon and the events of the blockbuster film, *The Scorpion King*, the master assassin Mathayus was merely an untested warrior. *The Scorpion King: Rise of the Akkadian* chronicles the young Mathayus's earliest adventures.

The tale begins in Mathayus's home village of Akkad, which is ruled by King Urmhet, leader of the Akkadian assassins. Mathayus's elder brothers Jesup and Rama have taught the young warrior all they know; the time for him to complete his training and join the ranks of the assassins has come.

King Urmhet gives the fledgling assassin his first task: to avenge a murder committed by the lord of a neighboring city. The ill-fated mission soon turns into a quest for survival when the evil sorcerer Magus and his dark army razes the Akkadian village to the ground, sending Mathayus on a search for an ancient weapon ... and revenge.

CAST OF CHARACTERS

Mathayus



As the most promising of young Akkadian warriors, Mathayus has much riding on his shoulders. His fledgling combat skills are already at a high level—and they'll need to be, because the future *The Scorpion King*'s prowess has attracted the attention of dark forces in the land.

King Urmhet



The aged patriarch of the Akkadian tribe, King Urmhet has tried to bring honor to the assassin's profession. His rule, while not always peaceful, has been prosperous and happy. But that's all about to change.

Jesup and Rama



Mathayus's elder brothers recognize their youngest sibling's potential, but they try to keep him humble. They've taught Mathayus well and hope that his first mission goes off without a hitch. Jesup, the oldest brother, is an experienced veteran. Rama is quick-tempered, but just as skilled, and an expert with the staff.

Magus



The dark sorcerer Magus wants to rule the world, as do most dark sorcerers. After making various deals with the gods of the Netherworld, he used their power to take stone quarried from the mines in his underground prison to build the Tower of Babel. The members of his cult

gather in this fortress, preparing for the coming of Set, the Chaos God. Magus uses Mathayus in an elaborate scheme to lay his hands on the mystical object that he requires to open a gateway for the Chaos God to enter the real world.

Hammet

Hammet claims to be an old rival of Magus and a victim of the evil wizard's trickery. Mathayus meets him in the strangest of places.

Ptah

Ptah is the Egyptian god of creation and rebirth. He forged the Sword of Osiris, a weapon of great power that was stolen by Set and used to kill Osiris, Set's brother. The sword has long since been destroyed.

Apep



Apep, the Snake God, is the gatekeeper of the Netherworld. He battles daily with the Sun God Ra in an attempt to prevent daybreak. If Apep is beaten, Ra rises the next day.

Set

Set is the God of Chaos. He craves domination over all living things. His physical form is an amalgam of repulsive creatures. If not stopped, he will gain his full strength and turn the whole world into a realm of horror and pain.



GAME BASICS

USING THIS GUIDE

This guide will help you steer Mathayus on his quest to reclaim the Sword of Osiris and stop Magus—picking up every Blood Ruby, Strength-Up, and weapon along the way. This section teaches you the basics of gameplay. The walkthrough contains step-by-step guides for each level, with maps noting the locations of all items. The bestiary gives you an overview of each enemy's strengths and weaknesses, and the armory will acquaint you with the many weapons in your arsenal.

CONTROLS

Function	PlayStation 2	GameCube
Normal Attack/Action/pick up, drop, throw object	X	A
Strong Attack	■	B
Special Attack	▲	Y
Secret Move (full Stamina, gauntlet or unarmed)	R1 + L1	L + R
Block	L1	L
Move	left [ANALOG]	Control Stick
Jump	●	Y
Rotate Camera	right [ANALOG]	Control Stick
Camera Reset	R2	Z
Taunt	R1	R
Select Weapon	Directional Buttons	+ Control Pad
Pause/Option Menu	START	START

THE HUD (HEADS-UP DISPLAY)

The HUD is your main source of gameplay information—it tells you how much Health you have, what weapon is currently armed, and the weapon's power rating. Other indicators appear depending on the situation, including the Enemy Count (number of enemies remaining in a room), Ruby Count, Boss Health Bar, and Time Bar during timed battles and puzzles.

Player Status



The icon in the upper-left section of the screen is the Player Status HUD. The top bar indicates your Health level, and each Tail

Gem counts as one full bar of health. The number of Tail Gems you have increases as you progress through the game. The lower, blue bar is the Stamina Bar. You need Stamina to perform Special Attacks.

Weapons Status



The icon in the upper-right portion of the screen is your Weapons Status HUD, which incorporates the Weapon Select Indicator and the Weapon Power Indicator. The four-gem Weapon Select Indicator shows which weapon types you currently carry and highlights the weapon you have armed. Use the Directional Pad or Control Stick to select a different weapon. The six-gem Weapon Power Indicator shows the power rating of your armed weapon.

POWER-UPS



You'll encounter many different power-ups during your journey. Enemies often relinquish

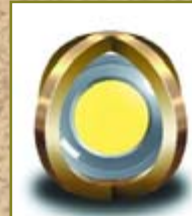
power-ups when they die, and you'll find others hidden in the environment or sometimes out in the open.

Strength-Up



These power-ups permanently increase your strength by a small amount. Strength-Ups are usually well hidden, but it's vital that you find them; they'll make your battles later in the game much easier.

Endurance-Up



Endurance-Ups decrease the amount of damage you suffer when hit by your foes. Like Strength-Ups, they're often hard to find but are vital to your success.

Health Power-Up



There are many of these. You'll get them from fallen enemies, but sometimes you'll find Health Power-Ups hidden in vases or other areas. They come in two varieties: +25 and +50.

Full Health Power-Up

These rare power-ups refill one full bar of Health.

Maximum Health-Up

Maximum Health-Ups add one Tail Gem to your Health Status HUD, increasing your total Health by one full bar. There are eight of these power-ups in the game.

Stamina Power-Up



These power-ups replenish your Stamina Bar—they're the second most common power-up after Health.

STATUS EFFECTS AND CURES



Some of your magical foes will inflict you with bad status effects, represented by a colored fog above Mathayus's head. Each color has a different effect. Green is Poison, which lowers your Health. Blue is Wither, a Stamina drain. Purple slows your movements. Fire drains Health and Stamina (jump in water to extinguish the fire).

Status effects wear off naturally after a few moments, but sometimes you'll find cures that immediately counteract the negative effects.



Cure Poison



Cure Slow



Cure Wither

BLOOD RUBIES



You'll find Blood Rubies hidden in vases and other nooks and crannies throughout your travels. Rubies unlock concept art—choose the Bonus option from the Start Menu to see what you've unlocked so far.

Timed Combat



When "Timed Combat!" flashes on your HUD, a Time Bar will appear. If you slay all enemies in this room within the time limit, a Ruby will appear by the next door. If you fail, you can exit and reenter the room to fight the battle again.

JUMP ATTACK CRACK



Jump Attack Cracks are the most common hiding places for Strength- and Endurance-Ups, although sometimes you'll find Rubies and other

power-ups secreted away in these cracks. Jump Attack Cracks appear on floors, walls, and windows. To reach them, Jump Attack near the area or hit it with a thrown vase to release the power-up.

VASES



You can smash vases with a Strong Attack, or pick them up with the Action button; hit Action again to throw. Vases often contain Rubies or power-ups. If you are hit by an enemy while carrying a vase, you'll drop it. If you return to a room you've already visited, the vases will be back again, often refilled with power-ups. Some vases have different exterior markings that hint at their contents.

Fire Vase



The Fire Vase will cause a fire status effect in the nearby area when it breaks. It's a good way to damage enemies—or yourself, so be careful.

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Exploding Vase



These vases explode when they break, causing serious damage to everyone nearby.

Oil Vase



This vase is filled with oil that oozes out when the vase is broken, inflicting damage and causing you or your enemies to lose their footing.

OTHER OBJECTS



Occasionally, you must pick up and carry other objects to solve puzzles. Use the Action button to pick up an object. Hit Action again to set it down.

OPENING DOORS

If a door is unlocked, you can open it by standing nearby and hitting the Action button. In order to unlock most doors, you must kill all the enemies in the room or solve a puzzle.

SWITCHES



You'll encounter a variety of switches during your adventures; use the Action button to activate them.

WEAPON CHESTS



Use the Action button to open Weapon Chests. Every Chest contains a new weapon that will automatically join your arsenal, replacing all weaker variants in the same weapon class.

THE PAUSE MENU



You can access the Pause Menu at any point in the game. Use the Pause Menu to change the game options, review your weapon combos, see how many Rubies you've collected in each level, save your game, or quit to the Start screen.

Saving



You must be on an active Save Point to record your progress. You must defeat all the enemies in the room to activate the Save Point. You can save up to five different games.

COMBAT

Blocking



If you block an attack without a shield, you take half damage. With a shield, you take no damage. However, a shield can absorb only so much punishment before it's destroyed. Each time a shield takes a hit, it will glow. As this glowing color changes from green to yellow to red, you know the shield is near its breaking point. Some enemies have attacks that can't be blocked by shields.

Normal and Strong Attacks



Mathayus has two basic attack types—Normal and Strong. Normal Attacks are quick, whereas Strong Attacks cause more damage but usually take more time to execute. As a very general rule, use Normal Attacks when surrounded by multiple enemies and use Strong Attacks when you

can concentrate your attention on a single foe. Strong Attacks are good choices for hitting enemies while they're down (which is always fun).

Combos

Link Normal and Strong Attacks into combos—the later attacks in a combo string will inflict extra damage. Different weapon types have different combos; consult the armory for a full moves list.

Grab Attack



Mathayus can throw opponents by pressing Normal and Strong Attack at the same time. If you can throw a foe into a crowd of enemies, you'll knock them all down. You can also grab and throw foes as they try to stand. Some enemies are too big to throw.

Jump Attack



To execute a Jump Attack, quickly jump and hit the Normal or Strong Attack button. Jump Attacks will hit all enemies in the immediate vicinity, sending them staggering back a few steps. This is a good tactic for when you're completely surrounded because it'll give you breathing room. But the Jump Attack doesn't inflict much damage. Jump Attacks can also be used to hit enemies while they're down, to smash vases, and to release power-ups from Jump Attack Cracks.

Special Attack



The Special Attack button executes a spinning strike that will hit everyone nearby, regardless of what weapon you're wielding. This is a powerful move, but it costs Stamina. You regain a little bit of Stamina for each successful blow.

Charge Attack

Tap the Normal, Strong, or Special Attack button while running to execute a Charge Attack. You'll perform a different move depending on the weapon you're using, although the Normal and Strong buttons both trigger the same move. If you hit, you'll often knock your opponent to the ground. Charge Attacks do more damage than a single Normal or Strong Attack, but they cannot be linked into combos.

Breakout Attack



Hit Normal, Strong, or Special Attack while blocking to perform a Breakout Attack. Normal Attack executes a shoulder charge, Strong Attack does a leg sweep (great for knocking down multiple foes), and Special Attack does the usual spin move. These are great for countering an aggressive opponent.

Taunts

Hit the Taunt button when near an enemy, and you'll gain Stamina if you complete the Taunt without taking a hit. Taunts work best against slower foes.

Secret Move



If you have full Stamina and are unarmed or wielding only a gauntlet, you can execute a Secret Move by tapping the Taunt and Block buttons simultaneously. This double kick is the most potent move in the game; it'll kill some enemies outright, but it will also completely drain your Stamina Bar.



There are 3 secret moves all together. They are all performed with the same button press. If you do the button combo while standing still you get the drop kick, while jumping you get the elbow drop and while running you get the clothesline. 🥋

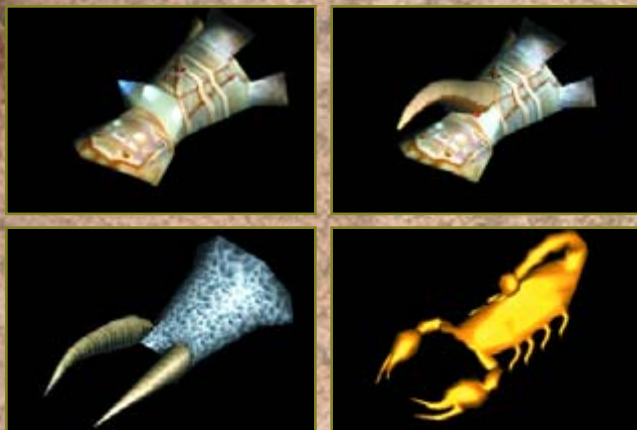
ARMORY

WEAPONS

Mathayus picks up many weapons during his adventures, but all of them fall into one of four categories: gauntlets, one-handed swords, two-handed swords, and spears. Each of these weapon types have their own attacks, combos, strengths, and weaknesses. Furthermore, each weapon has a power rating, as denoted by the Weapon Power Indicator in the HUD. Here's a list of all the weapons in the game, where you'll find them, and their power ratings.

Weapon	Type	Power	Location(s)
Anubis Spear	spear	5	Pins and Needles
Broad Sword	two-handed	1	Hall of Soldiers, The Humidity Vat
Bronze Sword	one-handed	1	The Dog's Walk, Confounded Paths
Claw of Khepri	gauntlet	5	Danger All Around
Flame Tongue	one-handed	5	Spells of Disaster
Metal Knuckle	gauntlet	1	A Hint of Danger, Worn-Out Welcome
Mountains Tusk	two-handed	3	Lost and Forgotten
Naginata	spear	3	Morbid Curiosity
Platinum Moon	two-handed	2	Buried at Sea
Sabretooth	gauntlet	4	Wailing in Despair
Scimitar	one-handed	2	A Lord's Hoard, Cry from the Depths
Scorpion Blade	one-handed	4	Strange Seasons
Serpent's Tongue	spear	4	Another Perspective
Skull Crusher	gauntlet	3	Angel's Lament
Spear	spear	2	Breath of Souls
Sword of Osiris	two-handed	5	The Mummified God
Sword of Poseidon	one-handed	3	Storm Clouds
Titans Woe	two-handed	4	Distant Laughter
Wooden Staff	spear	1	Decisions Decisions

Gauntlets



Gauntlets increase the potency of your standard hand-to-hand attacks. Gauntlets are quick and do significant damage, but they have a limited range. At best, some moves hit up to two opponents, but usually you'll

hit one. Since most of your battles are against three or more foes, gauntlets will be your least-used weapons. Tap the buttons quickly to execute gauntlet combos.

TAMING THE FLAME



Normal, Normal, Strong
Taming the Flame has a quick start and ends with a crescent kick that grounds most opponents. Use it to quickly knock down your enemy.

MAUDLIN BALL

Normal, Normal, Normal, Normal
This bread-and-butter combo is very fast and does OK damage. The last punch knocks over some foes.

HAMMER ON ANVIL**Normal, Normal, Normal, Strong**

This quick, four-punch combo ends in a strong uppercut that sends most opponents flying.

PAVING THE PATH**Strong, Strong, Strong, Strong**

Paving the Path isn't quick, but it is powerful. It starts with a low kick followed by a roundhouse, then a medium kick, and finally a lunging hammer punch. The last punch can hit more than one opponent and usually knocks them off their feet.

REJECTED WISDOM**Strong, Strong, Normal, Strong**

This combo starts slowly, but the third punch stuns your opponent, and the last kick leaves them on the ground. Use it when fighting one-on-one against a slow opponent.

TRAIL OF BLOOD**Run + Normal or Strong**

This is a shoulder blow that usually knocks opponents off their feet, but it doesn't do much damage.

LOST SECRET**Run + Special**

Lost Secret hits from longer range than Trail of Blood, and it does more damage.

One-Handed Swords

These weapons offer a good combination of speed, power, and range. They hit opponents in front and to your sides, but don't have as much range as two-handed swords or spears. Once you learn how to wield two-handed swords effectively, you'll probably leave the one-handers behind. To execute combos, press the buttons more slowly than with gauntlets.

POISON BARB**Normal, Normal, Strong**

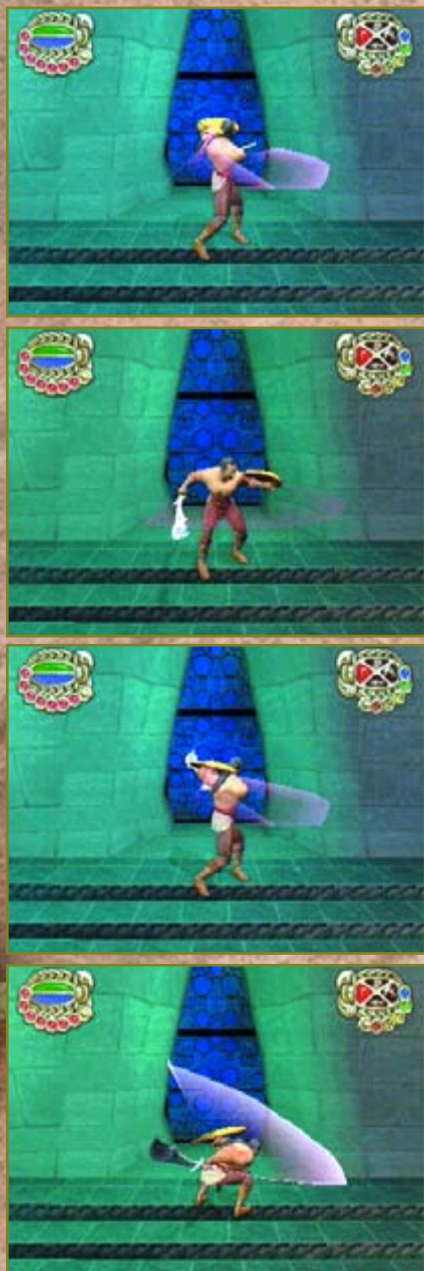
Poison barb begins with two quick, wide slashes and ends with a strong stab that stuns the foe.



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HARLEQUIN'S DANCE



Normal, Normal, Normal, Strong
This is a good combo against a crowd. It starts with three quick slashes and ends with a slower, low swipe that undercuts the legs.

ART IS IMMORTAL

Normal, Strong, Normal, Strong
This can be tricky to pull off, and it works best against a single opponent. The third hit is a lunging stab that stuns your foe.

FLOOR PUNCHING



Strong, Strong, Strong, Strong
This combo is powerful but slow. It starts with an overhead chop and ends with a jumping overhead chop that knocks down your enemy.

PIETY

Strong, Normal, Strong, Strong
Like Floor Punching, this is most effective against a single opponent. The third stab stuns your enemy, and the final kick knocks him down.

LET THEM CRY

Run + Normal or Strong
This lunging stab can be hard to aim.

IN THE DARK

Run + Special
This jumping chop will knock your foe down.

Two-Handed Swords



These larger swords are slow, but they inflict the most damage and have a wide range of attack. Some strikes with a two-handed weapon will hit enemies behind you. The key to using two-handed swords efficiently is to use combos that begin with Normal Attacks when facing a group of foes, because these attacks are quicker. Save Strong Attack combos for single foes, or as a first strike on a charging enemy.

JOURNEY BY FERRY

Normal, Normal, Strong
This combo begins with two reasonably quick slashes followed by a spin and a rising chop that will knock down foes. It's easy to have the third hit interrupted, so this move isn't great against multiple opponents.

KING'S WISH

Normal, Normal, Normal, Strong

King's Wish is a good move when you're battling a crowd. The first three slashes are quick, and the final overhead chop knocks opponents off their feet and hits directly behind you.

PARTING GIFT

Normal, Strong, Normal, Strong

This combo includes a dash and shoulder charge, and it finishes with a spin move that sends most foes sprawling.

GUIDING THE FLOCK

Strong, Strong

This move is slow but effective. It's an overhead chop followed by a rising chop that sends enemies flying. It's best used against a single opponent.

SHADOW DEMON

Strong, Normal, Strong, Strong, Strong

Shadow Demon starts slowly, but it's damaging and ends in a lunging slash that knocks foes off their feet. Use this move with the Sword of Osiris, and you'll wreak serious havoc.

RISING TIDE

Run + Normal or Strong

This spinning and rising chop move will knock down your enemy, but it's very slow. Running opponents are almost impossible to hit with this move.

STAIRS OF TOMORROW

Run + Special

This rising chop inflicts good damage and knocks down your foe.



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Spears



Weapons in the spear family are excellent for taking on multiple opponents. They're very fast and offer a huge, 360-degree range of attack. Their one drawback is that they inflict light damage, so they become less useful as you progress further into the game and encounter tougher enemies.

BROKEN CIRCLE



Normal, Normal, Strong
This move consists of three wide swipes, and

the last sends opponents sprawling. It works for clearing out multiple foes.

WRITHING VINE

Normal, Normal, Normal, Normal

This fast combo leaves your foe standing and open for more hits.

MAUL COMBO

Normal, Strong, Normal, Normal

Best against a single foe, the middle two hits are focused ahead, and the final wide swipe knocks enemies down.

LASH OF THE WHIP



Strong, Strong, Strong

This combo starts with an overhead chop followed by a jab and a wide slash, knocking opponents off their feet. It's good for hitting opponents as they rise to send them back to the ground.

DAIMON'S WRATH

Strong, Strong, Normal, Strong, Strong

This move is tricky to pull off but inflicts the most damage. It ends in an overhead chop that knocks a foe down, and is best against a single opponent.

ROGUE'S BEAUTY

Run + Normal or Strong

A spinning hit that knocks many foes down, this is a good opening move when engaging a crowd of enemies.

TRAVELLING CIRCUS

Run + Special

This kick knocks a single enemy down if it hits; you won't use it much.

SHIELDS

You'll encounter a variety of shields during your adventures. All can absorb a certain amount of damage before being destroyed. If you pick up a shield in a room and return to that same room later, the shield will be back.

Round Shield



This basic, wooden shield can take only a few hits before it's useless.

Domed Shield



This shield will last much longer than the Round Shield, but as your opponents grow stronger, its usefulness fades.

Spiked Shield




The Spiked Shield is your mainstay through much of the game. It's better than the Domed Shield, but not as strong as the Gold Shield.

Gold Shield



The Gold Shield is the best shield; it can take all kinds of punishment. You won't encounter it until late in your travels.

Shield of Perseus

You'll find this mirrored shield in one place. It's extremely weak, but it has the power to reflect the Gorgon's stony gaze. 



BESTIARY

THE BAD GUYS

Mathayus isn't much for stealth, so there are times when it seems the whole world is trying to put him in an early grave. Here are all the dangerous denizens from mortal realm and the Netherworld that Mathayus will meet on his travels, roughly in the order they appear.

Town Guard



These are common townsfolk from Khemet who have been bullied into joining the town's forces and given rudimentary training. They're often unarmed, although some bear short swords.

Occasionally, you'll come across a particularly big Town Guard—this guy will absorb a bit more damage than his smaller-stature pals. Town Guards don't pose a threat to a trained assassin unless they attack in numbers. You're the cannon, they're the fodder.

Town Soldier



These men have been trained by the Captain of the Guard and pose a greater threat than the Town Guards

because they have increased skill with weapons. They can use any weapon class, so their strategy can differ. You can tell them from Town Guards by their chain mail and advanced armament. You'll sometimes encounter very large Town Soldiers who are stronger and harder than average.

Guard Dog



These dogs have been trained to attack at the whim of their handlers. They will stay out of range of most attacks,

occasionally leaping in to bite the throat of their target. Your most effective option is to Block, then counterattack; low kicks (Block + Strong Attack) work particularly well. Medium to high striking attacks will miss Guard Dogs entirely. When fighting unarmed or with a gauntlet, your Strong Attack kick works particularly well.

Town Archer



Weaker soldiers who are cowardly when face-to-face with an enemy, Town Archers prefer to keep their

distance and use their skill with the bow to their advantage. They have no melee weapons. In large battles, try to out take Archers as soon as possible, or retreat to an area beyond their range so you can deal with the hand-to-hand combatants in relative peace. When chasing an Archer, a well-aimed Jump Attack is the best way to slow him down. Archers almost always give up Health when they die.

Captain of the Guard



The leader of all the guards in the town of Khemet, the Captain is your toughest challenge

yet. His ruthlessness and his ability to fight with two blades attracted the attention of the Lord of Khemet, and he rose rapidly through the ranks to his current post. Use your superior speed to keep the Captain off-balance, and you'll be rewarded with a Maximum Health-Up when you're victorious.

Hunting Hound

These black hounds are a larger and tougher breed than Guard Dogs, and are trained specifically to hunt and kill intruders. The Lord of Khemet treats his Hunting Hounds better than he treats his servants, giving them large kennels within his palace, while the servants and soldiers must share the barracks. Use the same tactics that work well against Guard Dogs—low kicks and Breakout Attacks (block and counterattack).

Prison Guard



When Magus finished quarrying the raw materials for his secret fortress, he turned the mines into a labyrinthine prison. These huge troll-like men have been guarding the cells ever since, and

their grimy, pale skin is testament to their foul ways. They may be slow, but they are almost unstoppable and incredibly strong. Prison guards can throw rocks at you, and the giant clubs they carry are actually huge hunks of meat. Prison Guards are unaffected by your Throw Attack (too fat). You'll be armed with a gauntlet the first time you encounter them; your Rejected Wisdom and Taming the Flame combos will prove most effective. Many of their attacks are unblockable, so get your hits in and quickly retreat.

Snake



Snakes come in various sizes and attack rapidly, often in groups of three or four. They are difficult to

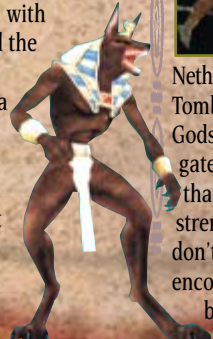
hit, are immune to your Throw Attack, and their bite contains deadly poison (if a Snake is trailing green drool from its mouth, that's your tip-off that it's poisonous). They like damp, fetid areas and like to slither from under rocks to surprise unsuspecting victims. Spear-class weapons are your most effective option for Snake slaying, thanks to their great speed and wide attack range.

Anubis Warrior



Demonic fighters summoned from the Netherworld by dark magic, Anubis Warriors are large and fast. They fight with

potent, double-bladed staves, and the overhead chop they employ is unblockable. If you try to launch a Strong Attack combo, they'll hit you first and interrupt it, so use quicker Normal Attack moves to knock them off their feet, then hit them while they're down.



Anubis Captain



the God of Death. Anubis Captains fight like the lesser Anubis Warriors, but they absorb more blows and can throw fireballs.

The Anubis Captain is a larger, more dangerous breed of demon and shares his appearance with Anubis,

Minoan Soldier



These are brave men who stayed behind when most of their people fled the city during the

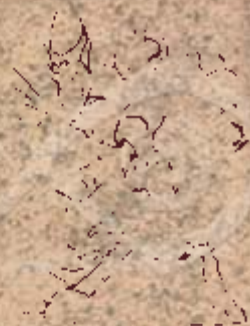
attacks of the Minotaur. They managed to force the creature into a trap in the tomb, but wore themselves out in the process. When Mathayus arrives, seemingly to unleash the Minotaur again, they band together to stop him. Minoan Soldiers are like tougher, stronger versions of Town Soldiers; apply the same techniques, and they shouldn't cause much trouble. Occasionally, you'll meet a Minoan Soldier who is larger and harder than his brothers.

Undead Warrior



Netherworld. You'll first encounter them in The Tomb, where Magus' dealings with the Dark Gods opened a gateway to the Netherworld. They are tougher than Minoan Soldiers, but with your increased strength and more powerful weaponry, they don't stand much chance. Sometimes you'll encounter an Undead Warrior that is unusually big and strong.

These are deceased warriors brought back to life by leaked magical energies from the



Undead Captain



These tortured souls contain the raging fires of their frustration and despair in their chests,

and can hurl out balls of energy that will cause bad status effects—Fire, Wither, Poison, and Slow. They are stronger and tougher than normal Undead Warriors, and also come in large versions, the most dangerous of the Undead.

Bast Warrior



Bast Warriors are catlike demons that attack with the sharp claws on their feet and hands. They were created in the image of the cat-headed god, Bast. They are fast and hard to hit because they taunt victims from out of range, then leap in to perform quick attacks. Some of their attacks can inflict bad status effects. For all their speed, they are not hardy. As your power grows, you'll sometimes be able to kill them with a single combo.

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Bast Captain

These are larger versions of the Bast Warrior and are armed with razor-sharp blades on their gauntlets, which they can throw at you. They are every bit as quick as their smaller sisters, but tougher and stronger.

Horus Warrior



Horus Warriors are demons that have taken the form of giant winged humanoids

with the faces of hawks. They can fly and will swoop down to attack you, sometimes engaging you on the ground. They do serious damage, so block their swoop attacks and try to knock them out of the air with a Jump Attack, or use a Strong Attack with a long-range weapon like a spear or two-handed sword.

Horus Captain



These large bird-creatures are distinguished from regular Horus Warriors by their black and red plumage. They are

the demonic underlings of the god Horus. Magus has managed to summon several of them to guard his fortress. Use the same tactics that work against Horus Warriors, but be prepared for a longer fight.

Magus Elite



These fanatical, faceless soldiers have dedicated themselves to the mastery of all weapons. They fight with blades,

polearms, and sometimes double swords—these latter two versions are particularly dangerous. Occasionally, you'll meet an Elite that is larger and more powerful than the norm.

Magus Brute



These gigantic warriors cover their bodies in tattoos, piercings, brands, and self-inflicted wounds to make themselves immune to pain. They fight barehanded and absorb lots of damage with hardly a grunt. They throw rocks and have a stomp attack that sends out a shock wave that's not blockable. But you can block their big punch. If you don't, you'll be in a slow state for a few moments. Avoid their rising punch; you can't block it, and it'll send you flying. Use Strong Attacks and long combos, then retreat out of range.

Magus Archer



Magus Archers are members of the Babel Cult who have dedicated their skills with the bow to the protection of their master. Their faces remain hidden at all times to remove any sense of self, because they devote themselves utterly to the service of Magus. Some of these Archers will stand their ground, while others will run as you near.

Magus Minotaur



After his successful experiment in Crete, Magus summoned another bull-headed monster to guard the lower levels of his tower. His people

decorated it with war paints and left it to run amok on whoever disturbed it. The same techniques you employ to deal with the Minotaur boss in The Tomb will work here—avoid his charges, then hit him while he's stuck in the wall.

Concubine



These are sultry assassins working directly for the sorcerer Magus. They perform many acrobatic attacks, using their nails to try to

tear their victims to pieces. When two or more of them are together, they sometimes perform coordinated attacks from multiple angles. They can't absorb much damage and they aren't particularly fast, so you should have little difficulty with these.

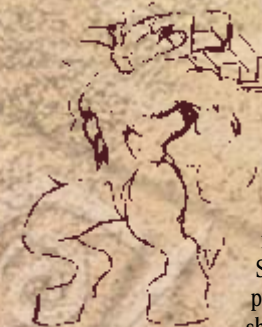
Set Statue



These statues of the evil god Set guard certain areas in the Tower of Babel. They won't attack until you hit them. Use the Sword of Osiris

and launch a three-hit Normal Attack combo, then immediately Block. The Statue will shoot a fireball at you when its color changes back to yellow. Repeat until the Statue is destroyed, and it'll give you a Health Power-Up.

Chaos Minotaur



A strong Minotaur that resides in the upper levels of the Tower of Babel, this is the first of two Minotaurs you'll face in The Ritual of Set level. At this point, your weaponry should make short work of it.

Blood Minotaur



The last Minotaur that Magus has set in the path of any invaders in his Tower, the Blood Minotaur

gets its name from its red fur. You should be an accomplished Minotaur slayer by the time you cross paths with it.

BOSSSES

Anubis Commander



Magus summoned this monster and used it to kill the Lord of Khemet before Mathayus began his test. He is using it to test Mathayus'

abilities; if the assassin can defeat the demon, he may be strong enough to work for Magus, or so the sorcerer's twisted thinking goes. You'll overcome this foe by picking up the chunks of masonry he knocks down and hurling them back at him.

Water Serpent



Magus's men disturbed this prehistoric beast when they were mining for materials. It suited Magus to keep it as a final guard in

his underground prison. After dodging the Serpent's water and poison attacks, you'll defeat it the old-fashioned way: a sword in the head.

Horus Warriors



This pair of monsters helped Magus's troops to ransack the Akkadian Village. Without

the demons, the Akkadians may have stood a chance against the invaders, but Magus wanted to guarantee that nobody survived the carnage. These can be difficult to deal with now because your weapons are fairly low-powered at this point. Use Jump Attacks to knock the Horus Warriors out of the air, and use Special Attacks to keep them down.

The Gorgon



An old statue of a Cretan snake-goddess, revered by the people of the city, has come to life thanks to the magical energies leaking from The

Tomb. Her behavior is not what the local people had imagined. A tall, beautiful woman with snakes for hair, she is cold and ruthless. She carries a hideous mask which, when she puts it on, turns anybody who sees it to stone. You'll use the Shield of Perseus here to reflect her visage and stone her instead.

The Minotaur



During Magus's travels, he visited this island and contacted his dark masters. He succeeded in summoning this creature, a bull-headed monster with an unquenchable hunger for destruction. Pleased with his success, Magus let the Minotaur loose on the island, which it promptly trampled before the local soldiers could seal the beast deep underground. It fights with an enormous war hammer that it wields easily in one hand. Stay out of the Minotaur's way until it charges, then attack while it's stuck in the wall.

The Sphinx

This demon stalks the Netherworld, setting trials for the wandering souls who enter its realm. Those who fail are doomed to wander the petrified forests of its hunting grounds, to be devoured by the demons of the cat-headed god, Bast. You'll create a temporary bridge to span the chasm leading to his lair.

Apep

Apep guards the gateway from the Netherworld to the land of the living, through which no mortal may pass. That's a problem for Mathayus. Apep likes to climb the pillars near the gateway, and you'll overcome him by knocking those pillars to the ground.

Magus

Magus is a sorcerer who has traveled the known world in his search for power. The members of his cult gather in his fortress, preparing for the coming of the Chaos God. Magus has used Mathayus in an elaborate scheme to get his hands on the Sword of Osiris, which he needs to open a gateway for the Chaos God to enter the real world.

Set

Magus is ultimately successful in summoning the evil god Set, but has underestimated Mathayus's prowess as a warrior. Your final battle won't be easy, but saving the world is supposed to be tough!

WALKTHROUGH

AKKADIAN VILLAGE



To complete your training as an Akkadian assassin, you must beat a series of opponents, ending with your two elder brothers, Jesup and Rama. As you progress through each area, you'll learn new combat moves.

A New Tale

Foes: 1
Rubies: 3



From the start point, approach the first Trainer. Defeat your foe by using basic attacks and combos. Use the Normal Attack and Strong Attack buttons to execute combos, and you should have no problem with this guy. When you've knocked him down, use Strong Attack to kick him. Classy. After you've won, you have the option of fighting the battle again if you want more practice. The gate to the next area is now unlocked.

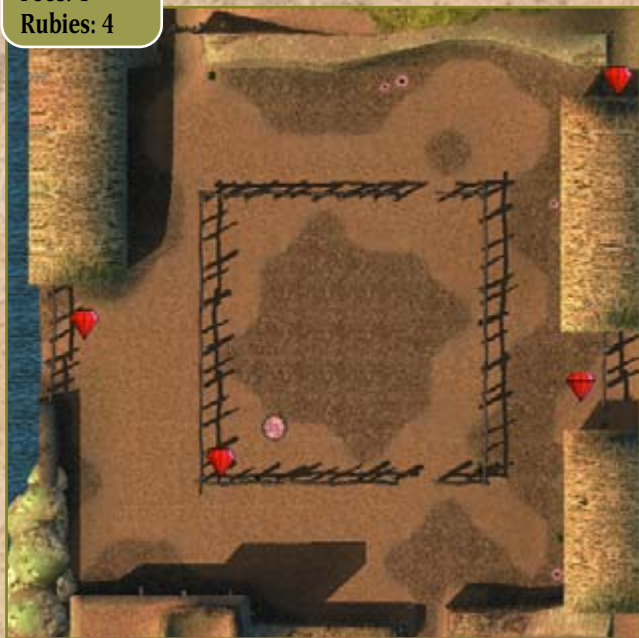


Use Strong Attacks to break the vases here—you find Blood Rubies in two of them, and a third Blood Ruby near the fire pit.



Warrior's Trials

Foes: 1
Rubies: 4



Your second Trainer teaches you Blocking and Breakout Moves. Tap Normal Attack while holding Block to execute a Charge Attack. A Strong Attack while holding Block triggers a low leg sweep. Get the shield in the corner of the courtyard, then use these techniques to take down the Trainer. When you've knocked him down, hit him with low leg sweeps.



Break the vases; one holds a Ruby, one holds a Health Power-Up, and another holds a Ruby *and* a Health Power-Up. Grab the other two Rubies in this area before continuing. And yes, you can hit the camels.



Each Trainer you encounter has to be overcome using certain moves. All other moves in your arsenal will be deactivated during these battles.

Hunter's Pathway

Foes: 1
Rubies: 4



Defeat the next Trainer by using Grab Attacks and Jump Attacks. Use the Grab move (Normal and Strong Attack together) to knock him off his feet, then unleash the Jump Attacks to smash the vases and find a Ruby. Pick up the other two Rubies in the open, and hit the Jump Attack Cracks before proceeding to the next area.



Throughout your adventures you'll encounter cracked areas on the ground or on walls; these are Jump Attack Cracks. Execute a Jump Attack at these spots, and you'll be rewarded with a Ruby or power-up, often a Strength-Up or Endurance-Up. Here, the Jump Attack Cracks yield two Health Power-Ups and a Ruby.



Assassin's Secret

Foes: 1
Rubies: 3



To defeat the fourth Trainer, you must use the Action button (Normal Attack) to pick up vases, then tap Action again to throw them at your foe. If he hits you while you're holding a vase, you'll drop it. One of the vases here holds a Ruby, and if you throw a vase at the Jump Attack Crack area in the wall, you'll get another. Throw a vase into the well for a third.

Kick in the Gut

Foes: 1
Rubies: 3



The next Trainer teaches you about Special Attacks. The Special Attack move hits enemies all around you, or you can execute it while running for a powerful variation on the Charge Attack. Special Attacks cost Stamina, however, so you'll need to break the nearby vases to get Stamina Power-Ups. If you're out of Stamina entirely, stand close to the vases so the Trainer hits them when he attacks you. They regenerate moments after you break them. You can get more Stamina Power-Ups from the Jump Attack Cracks here.



One of the other vases has a Health Power-Up, and another holds a Ruby. After you've beaten the Trainer, use Jump Attack to break the vase along the roof, which contains another Ruby. Collect the Ruby lying out in the open before continuing.

The Village Idiot

Foes: 7
Rubies: 4



In this battle, you fight seven Trainers by using all the tactics you've learned. After you've beaten them, you have the option of battling them again; if you defeat them all within the time limit, you'll win a Ruby. You can find a Ruby, a Stamina Power-Up, and a Health Power-Up in the vases, a Ruby in the Jump Attack Crack, and lone Ruby out in the open.

Brothers in Arms

Foes: 2
Rubies: 3



Your final battle is against your brothers, Jesup and Rama. Rama, the big bully, wields a staff. Some of his attacks are unblockable, as are a couple of Jesup's. Unlike your previous encounters, you don't have time to search this area for Rubies and power-ups once you've felled your foes, so your best bet is to concentrate on defeating one of the brothers, then pick up all the goodies.



You can find Health and Stamina Power-Ups in some of the vases; these will regenerate. If the battle isn't going well, come back for more. There are Rubies in one of the vases and on one of the doorsteps. To the right of this doorstep, a Jump Attack Crack hides another Ruby high up on the wall. After you've beaten your brothers, you meet with King Urmhet.



In order to complete your training, King Urmhet gives you your first assassination job. You must kill the Lord of Khemet; he offered one of his own concubines, and now it's payback time. 🐉

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THE TOWN OF KHEMET

Outskirts

Foes: 16
Rubies: 4



You've infiltrated Khemet. Drop from the roof; there's a Jump Attack Crack to your right hiding a Strength-Up. The Town Guards and Soldiers go on the offensive, attacking in two waves of two. Explore, and find a Ruby on the floor of a deserted house and a Ruby in a vase



Climb the bales to the other section of roof and kill the Guard there. He gives you a Health Power-Up. Get the Ruby on the domed roof, deal with another Guard, and then 11 more Guards and Soldiers attack in waves of ones and twos.



The Save Point activates when they're all dead, but you aren't finished. From the bales, jump over to the other roof (not domed) and descend the stairs to get a Ruby. You'll also find an Endurance-Up hidden high up on the wall opposite the save point. Then save your game and go through the unlocked door.

Beggar's Path

Foes: 13
Rubies: 2



Five Soldiers and Guards immediately rush you, including a few who wield swords. Don't worry; they give up lots of Health Power-Ups when killed. Two waves of three follow, and then a pair. The next door unlocks once they're dead, but don't go through until you've collected the two Rubies in the vases and the Strength-Up in the Jump Attack Crack.



You can knock the braziers over here; the fire burns your enemies if it hits. Of course, it'll burn you, too.



Thief's Alley

Foes: 3
Rubies: 2



A couple Soldiers and a huge Guard attack here. Dispatch them in order to open the next door and activate the Save Point. You find a shield and a Ruby lying on the ground, a second Ruby hidden in a vase, and a Strength-Up in a Jump Attack Crack near the next door. Save your progress and continue.

Warehouse

Foes: 11
Rubies: 3



Dispatch the three Soldiers. The vase near the door you entered contains a Health Power-Up. There's a Ruby on the ground to the left of the locked door, near another vase with Health. Notice a post with what looks like white smoke around the top. Hit the post (use Jump Attack or Normal Attack), and break it.



Eight more Guards and Soldiers wade into battle in waves of two, and one of the last pair is a big fella. When they're taken care of, walk up the ramp, cross over the beam, and get the Ruby. Jump to the next platform, then walk and jump across the next beam to grab the last Ruby.

The Dog's Walk

Foes: 15
Rubies: 3



There are two locked doors here. As you enter, two Soldiers attack, followed by a Guard and a Guard Dog (they both give up Health), and then two Soldiers and a Dog.

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There's a Health Power-Up in the vase near the door you just came through, and the Guards cough up a few, too. Smash the wooden fence at the far end of the area to get two Rubies.



Another pair of Guards then attack (one of them a big guy), followed by a Guard and a Dog. The last two give up Health as they die. There's an Endurance-Up hidden high on the wall nearby; throw a vase at the Jump Attack Crack to get it.



Hit the cart to make it roll into the nearby wall, then climb up the cart to the roof. One of the vases here holds a Stamina Power-Up, and there's a Round Shield. Jump over to the Ruby above the now unlocked door, then jump down and head through.



Two large Soldiers await you here. Run past them and get the Bronze Sword from the chest, then take out the Soldiers. One gives you a Health Power-Up, and you'll find a second in one of the three vases. The other door is now unlocked in the last area, so return there and go through it.

Warrior's Clearing

Foes: 11
Rubies: 2

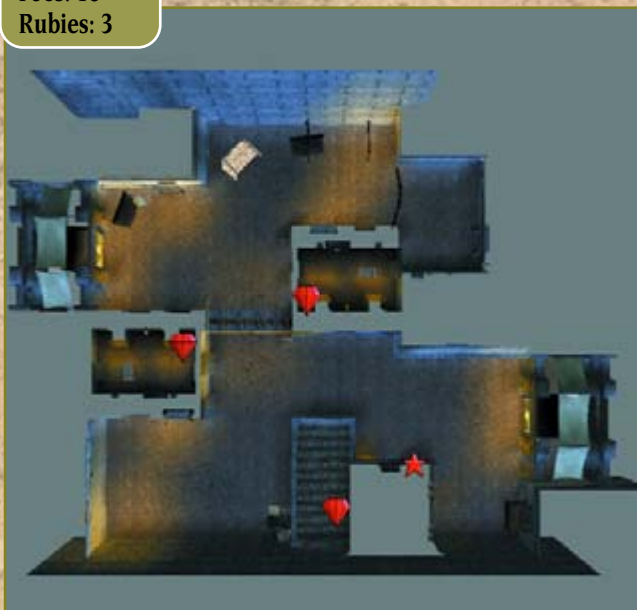


Two Soldiers and a hulking Guard challenge you as you enter. They cough up Health as they perish. An oversized Soldier and a Guard Dog follow, along with a Town Archer (these three yield power-ups too). Take care of the Archer as quickly as possible. Two Soldiers (one of them big) and a large Guard Dog

make up the next wave; you get more Health and Stamina from this battle. Finally, a Dog and Soldier try their luck. The Save Point is now active, and the door unlocked. Clear out the vases for Health, Stamina, and a pair of Rubies.

Traveller Beware

Foes: 16
Rubies: 3



Two Health Power-Ups and a Stamina Power-Up are in the vases near the entry. Five Soldiers and Guards attack singly and in pairs; the last two are super-sized. At least they'll kick out some power-ups. As you continue toward the other end of the area, more Soldiers and Guards attack, four in all. Climb up the bales to the roof for a Ruby.



When the enemies are dispatched, the first door unlocks. You find the switch to raise the wooden gate in this small room, along with a Ruby in the near corner. Return to the main room and clear out the vases for power-ups.

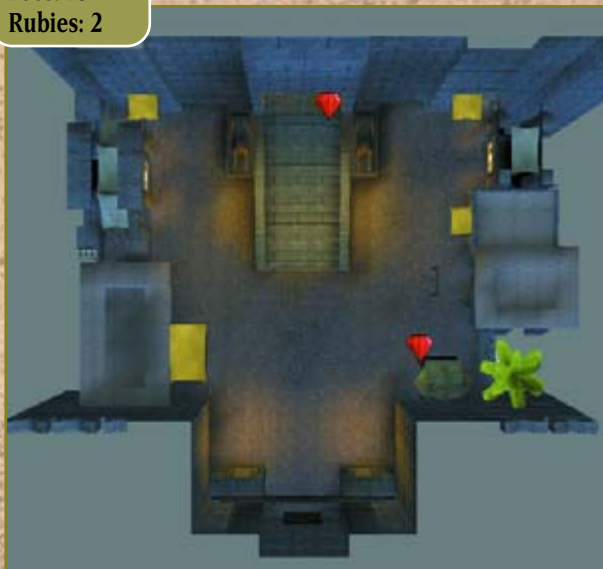


Pass through the wooden gate; it slams behind you, and a trio of Guards and Soldiers attack, followed by a gang of four. They relinquish power-ups

in their death throes. Smash the wooden gate to find more vases and more power-ups. There are two unlocked doors; head through the door flanked by a single torch and get the Ruby in the corner, then exit. Now go through the other door.

Steps to Glory

Foes: 13
Rubies: 2



Four Soldiers attack as soon as you enter, so fight with your back to the nearby corner. The palace doors open and reinforcements arrive, eight more Guards and Soldiers in all. Look out for the fire vases; the others hold Health Power-Ups (two) and a Ruby. A second Ruby is at the top of the palace steps. Proceed through the unlocked door for more hacking and slashing.



There are two fire vases in this area. You'll be burned if you hit them, but you can pick them up and throw them—ideally onto the heads of your enemies.



Mouth of Danger

Foes: 26
Rubies: 4



This place should look familiar; it's the same layout as Traveller Beware. Three waves of three Guards and Soldiers attack, followed by a trio of large Guard Dogs. When you break the wooden fence at the far end of the area to get the Ruby, two more Soldiers attack, then the door to the switch room unlocks. Thankfully, you get Health from these battles.



Flip the switch and get the Ruby in the far corner of the switch room, then exit and go through the wooden gate, which falls after you pass. A Guard and Soldier duo with two Dogs attacks, followed by another pair of Soldiers and a hulking Guard.



An Archer is around the corner. Kill him for a Health. Another Guard/Soldier duo attacks. Break the fence and climb up the bales to the rooftop to claim a Ruby. Another pair of Archers guards the door to the next area.



When they're dead, hit the cart (you may need to Jump Attack) to make it roll against the building. Climb up and get the shield, then jump to the adjacent roof. Get the Ruby and grab the vase by using the Action button, then throw it at the cracked area on the wall to get an Endurance-Up. If you miss, the vase reappears in a few seconds. Now climb down and enter the recently unlocked door.

A Woman's Fancy

Foes: 10
Rubies: 3



This battle is timed, and if you defeat all 10 enemies within the limit, you earn a Ruby. Eight Guards, Soldiers, and Dogs attack in waves (they give up Health), and there's a pair of Archers at the far end of the room. Keep the battle out of their range until they're the last two standing, then chase 'em down.



Collect the Ruby on the ground and hit the Jump Attack Crack near the brazier for an Endurance-Up. You find another Ruby and Health Power-Up in the other pair of vases. If you beat the time limit, a Ruby is on the next doorstep.



If you fail a Timed Challenge and want to try again, just exit and reenter the room.



Clear out the rest of the area to find another Ruby on the roof, a Stamina and two Health Power-Ups in the many vases, a Strength-Up in the Jump Attack Crack on the wall, and a Round Shield. After you break the wooden fence to get two more Rubies (in vases), a pair of Dogs and a Soldier attack. With them out of the way, the next door unlocks. Save here.

A Hint of Danger

Foes: 9
Rubies: 4



The Metal Knuckle is a little more powerful than the Bronze Sword, but it doesn't hit multiple enemies at a time like the sword does. If you've got just one guy to deal with, the Knuckle is a good choice, but if you're battling a crowd, use the Directional Pad or Control Stick and switch to your sword.



Two Soldiers and a Guard attack, followed by another three after you've put the first crew into the big sleep; you get power-ups for your trouble. Climb the bales to the roof and go down the stairs. You find a chest with a Metal Knuckle inside. There's a Health Power-Up in the adjacent vase, and a Ruby next to the chest.



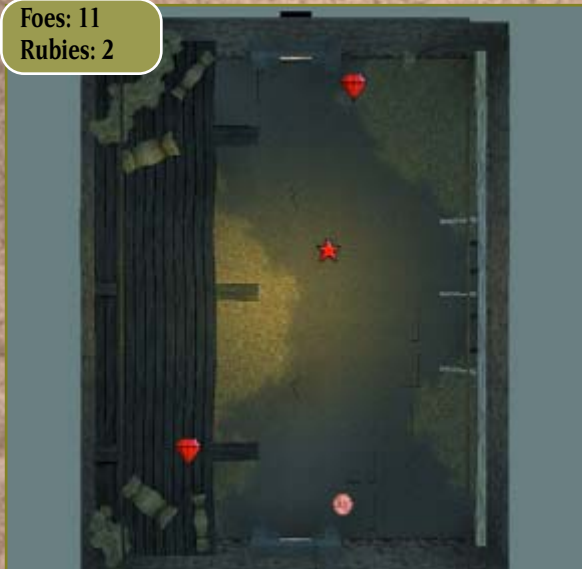
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Stone in My Shoe

Foes: 11
Rubies: 2



This is a tough battle, so watch your Health. A Stamina and two Health Power-Ups are in the vases, or you can return to the last room at any time and get more Health in the vases there. A Dome Shield is behind you after you walk in. Take out the three Soldiers (all bearing Power-Ups), and three more plus a Guard join the fray—one of them is a big fella. A Dog and another overgrown Guard replenish their fallen comrades, and then your Health stores.



An Archer takes shots from near the door where you entered; run to the other side of the room out of the Archer's range and continue your battles with the Soldiers. Kill the Archer, and the door

unlocks, but now you've got to face the two-sword-wielding Captain of the Guard. The bigger they are, the harder they fall, and once he does, he gives you a Maximum Health-Up, adding a Tail Gem to your health bar and doubling the amount of damage you can take! Get the two Rubies and the Strength-Up in the cracked area in the floor (Jump Attack again), and your work is done here.



The Metal Knuckle may come in handy in your showdown with the Captain of the Guard. When armed with the gauntlet, you can still perform the Secret Move (with full Stamina, hit Block and Taunt together), which does serious damage.



Gauntlet

Foes: 14
Rubies: 4



Lots to do here. There's a Health Power-Up in the vase near the door you just came through, and two angry Soldiers are on the offensive. One relinquishes a Stamina Power-Up. When they're out of the way, a string of Soldiers and Dogs attacks, but one at a time. They give you more Health and Stamina.



As you approach the next set of buildings, notice two Archers attacking from the rooftops. To get on the roof, go to the opposite end of the courtyard. On the way, there's a Health Power-Up in a vase, a Shield Repair, and a couple of Rubies on the ground (you'd think those things grew on trees). Stick to the left wall, out of arrow range.



There's an Archer waiting for you ahead near a cart. Kill the Archer, then hit the cart; it rolls into a building and breaks down the doors. There's an Endurance-Up in the cracked ground where the cart originally stood.



Go through the now open doors and climb the bales to the rooftop.



Make your way across the rooftops, but before you reach the Archers, there's a Ruby on the ground between two buildings. Use the block to climb back up, then jump over and kill the Archers. They both yield Health Power-Ups. A Ruby is near the second Archer, near the domed roof. Now walk across the netting to the other building and enter the open window into the Palace of Khemet.



THE PALACE OF KHEMET

Hall of Servants

Foes: 16
Rubies: 5



This area consists of three rooms. You're immediately noticed by the Guards when you slip through the window. So much for stealth. Beat up three pairs of Guards (you get lots of Health), grab the Ruby along the far corner wall, and head through the door.



In the adjoining storage room, kill the two Guards and smash the vases for a Ruby. A second Ruby is behind the wicker boxes to the right of the next door.



In the third room, six Guards and Soldiers come at you in waves of two. They give up Health and Stamina. A Ruby is at the far end of the marble table, a second is hidden in a cooking pot, and an Archer is posted near the locked door. There's a Strength-Up Crack that's difficult to see on the marble table. Once he's been dealt with, a second Archer takes up residence near the door you entered. Both Archers give up Health, and the Save Point activates when they're dead. Record your progress and head through the next door.

Hall of Soldiers

Foes: 27
Rubies: 3



This is another three-room complex. In the first room, two Archers snipe from along the far wall while two Guards attack. As you deal out death and destruction, more Guards join the brawl until you're facing up to four, not counting the Archers. When you've killed eight Guards (you get Health), the next door unlocks. A Ruby sits in an alcove to the left of the door you entered through.



In the adjoining hall, three Guards rush you and are soon joined by reinforcements. Once you've felled six, the next door unlocks. Jump to each side ledge—you automatically pull yourself up—there's a Ruby on one and a Broad Sword in a Weapon Chest on the other.



In the third room, four Guards attack and are joined by a steady stream of reinforcements (these guys cough up plenty of Health Power-Ups, so you're in good shape), and four Archers who take up positions from a distance. Use the quicker Bronze Sword rather than the slower-but-more-powerful Broad Sword for this battle.



Once you've cleared them out, get the Round Shield and the Ruby. The vases are empty, except for the vase in the center of the room; it's filled with oil and damages you if you break it. Save, then head through the next door.

A Secret Plot

Foes: 8
Rubies: 2



This is a timed battle. Three Archers are positioned along the far wall while the regular Guards keep you busy. Get rid of the Archers first (they give up Health), and the Broad Sword makes short work of the rest.



There's a Health Power-Up in the vase near the left Archer's post and a Jump Attack Crack high up along the wall; you can reach it with a thrown vase or a Jump Attack to earn an Endurance-Up. There's also a Jump Attack Crack with a Strength-Up in the shadows near the right Archer. You find a Stamina Power-Up and Ruby in the vases, and a Ruby at the door if you killed your enemies within the time limit.



Archers shoot at you from afar during the melee battle. It's not sporting. Run over to the Archers and kill them first—they can't take much damage, but they'll hurt you if you ignore them and concentrate on hand-to-hand opponents.



THE SCORPION KING RISE OF THE AKKADIAN

PRIMA'S OFFICIAL STRATEGY GUIDE

Undeserved Opulence

Foes: 3
Rubies: 0



You'll return to this area in the future, but for now just dispatch the three Soldiers (two release Health Power-Ups in their death throes) and head through the newly unlocked door. A Ruby is hidden up ahead, but you can get it later.

The Wanderer

Foes: 8
Rubies: 1



A group of Guards (some of them extra large) do battle with you in this small room. After you've killed eight (you get power-ups, too), the next door unlocks. Get the Ruby hidden near the rolled-up rug. The two vases are empty.

Overlord's Vantage

Foes: 8
Rubies: 4



Dispatch the first pair of Guards to get Health and Stamina Power-Ups, but stay near the door you came through as you battle; an Archer is on the stairs above. Get the Ruby along the far wall, behind the tree, and then kill the Archer. He gives you a Health Power-Up.



At the top of the stairs, find a second Archer and a pool of water. Get the Ruby and Round Shield in the water, and kill the Archer for another Health Power-Up. A Jump Attack Crack with an Endurance-Up is hidden in the near-right corner of the pool. Down the next set of stairs, you find two Rubies in the corners and two pairs of Guards, who also give up Health and Stamina. When they're cleared out, continue through the next door.

Undeserved Opulence

Foes: 8
Rubies: 4



After a brief meet-and-greet with the concubines who sent for you, you're back in the hallway. Return to the Mists and Maidens room and collect the three Rubies (one's in the hot tub), then return; a couple Soldiers weigh in, followed by four more, then two Archers—the good news is that they cough up Health and Stamina. The next door unlocks when they're slain. Pick up the Ruby here before continuing.

The Hunt Begins

Foes: 9
Rubies: 3



You're immediately set upon by a trio of Dogs, and more join the attack along with Soldiers after you've killed the first wave. There's a Health Power-Up in the vase, three Rubies to collect, a Strength-Up in the Jump Attack Crack between two of the kennels, and a Save Point.

Following the Scent

Foes: 14
Rubies: 3



THE SCORPION KING RISE OF THE AKKADIAN

PRIMA'S OFFICIAL STRATEGY GUIDE



Timed Combat! This is a vicious battle, with up to four Hunting Hounds attacking at a time *and* Soldiers joining the battle. Your foes give up lots of Health, and you'll need it. There's a Domed Shield on the table, which may help your cause. After dispatching all 14 enemies, find three Rubies, assuming you

beat the clock. There's a Jump Attack Crack with an Endurance-Up in the corner between the far kennel and the wall.

Undeserved Opulence

Foes: 10
Rubies: 3



Kill the two Archers (each yields a Health Power-Up) and grab the two Rubies. Go around the corner and deal with the first pair of Soldiers. Just after the corner, by the torch on the wall, is a Jump Attack Crack with a Strength-Up. It can be difficult to see. Clear out the rest of the

hall; you have two more pairs of Soldiers to kill, and another couple of Archers (lots of Health). Don't miss the Ruby near the last two Archers. Then head through the unlocked door.

A Lord's Hoard

Foes: 3
Rubies: 2



You've got a Hunting Hound and a pair of Soldiers to contend with here, and they all give up Health. Get the two Rubies (one is between the table and the chest, the other in a corner), record your progress, and then open the Weapon Chest to get the Scimitar, which replaces your Bronze Sword.



There's also a Jump Attack Crack on the wall to the left of the Save Point (you can only see it when the camera switches as you open the Weapon Chest), so Jump Attack there to get a Strength-Up.

Nighttime Visitor

Foes: 7
Rubies: 4



Here's another Timed Combat! The layout of this area is similar to Overlord's Vantage. An Archer and a pair of Soldiers start things off, with more Soldiers joining the battle as it goes on. Kill the Archer first, then return to where you started, near the door—safely out of range of the Archers on the stairs.



When the Soldiers stop coming, kill the Archers above; they each release a Health Power-Up. Return to the lower level and run along the length of the low wall to pick up a Ruby (you can't see it). In the area with the pool, there's another Ruby in the near-right corner, by the tree. Down the stairs, a third Ruby is obscured by the low wall to the left, near the planter. Now get your Ruby at the door and go through.

Delusions of Grandeur

Foes: 12
Rubies: 3



This is a challenging battle. Dogs charge you from all sides, there are two Archers, and many Soldiers. After you've killed 12 Dogs, Soldiers, and Archers, the next door unlocks. A Stamina and two crucial Full Health Power-Ups are in the vases, and an Endurance-Up is in the oil vase.



Three Rubies are here, too: one along the wall, one at the throne at the top of the stairs, and one hidden in the dark, behind a pillar. There's a Jump Attack Crack with Endurance on one of the pillars.



Run into the room, past the staircase, to the little alcove on the far side of the stairs. Here, with your back to the wall, you at least have a chance against your many assailants, and you are out of the Archers' line of fire. Incidentally, Jump Attack the ground in this spot to get a Strength-Up.



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Mathayus finally reaches the Lord's bedchamber, but when he pulls back the blanket, he finds the Lord is already dead. And then the Anubis Commander arrives on the scene.

ANUBIS COMMANDER



When your first boss turns out to be a god, you know there's trouble in store. The Anubis Commander isn't too hard to handle, though. Keep your distance, dodge his fireballs, and wait for him to turn blue. He knocks down chunks of rock from the ceiling that damages you if they hit. After they've fallen, one is still intact on the ground.



Between dodging fireballs, pick up the rock with the Action button and throw it at Anubis. If you hit him, he falls—now's your chance to run in and do damage. Use your Normal Attack combos; they're faster. If you switch to your gauntlets, you can hit him with the Secret Attack. When he regains his feet, retreat.



He shoots two fireballs in quick succession, so be ready. After he knocks down more masonry, wait for him to pause between fireball volleys and hit him again with a rock. Now wade in with your sword. After you've got your licks in a third time, Anubis goes down.



Your real foe arrives after you defeat Anubis. The evil sorcerer Magus killed the Lord of Khemet and set you up. When you refuse to lend your sword to his dark cause, he imprisons you in his dungeon.

THE UNDERGROUND PRISON

Worn-out Welcome

Foes: 5

Rubies: 3



Mathayus wakes up in Magus's dungeon unarmed, and after commiserating with fellow prisoner Hammet, Mathayus decides it's time to bust out. There's a Ruby along the back wall of your cell (careless jailers!), and a Jump Attack Crack hiding a Strength-Up on the floor.



Approach the cell door and you'll smash it, then have to deal with a pair of Soldiers in the next room. One of the two gives you a Health Power-Up. Get the Ruby behind the boulder; there's another hidden in one of the ribcages hanging from the ceiling.



Now open the wooden door. Two Soldiers and a Prison Guard (the fat one) are in here, along with a Weapon Chest. Avoid combat and open the Weapon Chest to get your trusty Metal Knuckle, then come out swinging. The Prison Guard coughs up a Health Power-Up as he dies. Now save your progress and head through the unlocked door.

Way of Determination

Foes: 5
Rubies: 3



This is a Timed Combat! Run to the pair of Prison Guards and take care of them as quickly as possible. They give up Health, then another Prison Guard and a Soldier attack, followed by a second Soldier. There are two more Rubies, each near a large boulder, and a Jump Attack Crack with an Endurance-Up.



Killing all your foes within the time limit is extremely difficult here. If you've missed any Strength-Ups along the way, forget about it. Taking out the Prison Guards is the toughest part; try hitting them with a Strong, Strong, Normal combo to leave them stunned but still standing. Follow up with the Rejected Wisdom combo (same again, plus Strong at the end). You may have better luck if you return here after you've got more powerful weaponry.



Confounded Paths

Foes: 8
Rubies: 2



There's a Ruby as you enter, along with a Soldier and a Prison Guard who both give you a Health Power-Up when vanquished. The door to the right from where you entered holds another Prison Guard (also bearing Health), two Soldiers, and a Weapon Chest containing a Bronze Sword.



A Jump Attack Crack inside the door yields an Endurance-Up. The other door, to the left, has yet another Soldiers and Prison Guard team. There's also a Ruby and a Domed Shield in that small room. Now save and go through the unlocked door.



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A Ray of Hope

Foes: 8
Rubies: 2



Head down the hill and climb up the platform in the middle of the room. There's an Archer on top and he's got to go. There are also a pair of Soldiers here and a Prison Guard; they all give up Health or Stamina. After you clear out the last foe, the mirror on the platform redirects the shaft of sunlight, activating the mill wheel.



Two more Prison Guards, also bearing Health, lumber into battle with two Soldiers. The door unlocks after you kill them, but raid the Jump Attack Crack to the left of the wheel for a Strength-Up. Two Rubies are on the rock with the mirror.



Those Prison Guards are a nuisance, so use a little maneuvering to get one or both caught on the large post near the hill. Stand far enough away and dole out the Normal Attacks for an easy kill.



Stitch in My Side

Foes: 14
Rubies: 3



Say a strained hello to a new adversary: Snakes. With the sword, your Normal Attack works best against them when they attack in groups. A dozen come after you in teams of three in this room, but luckily they also cough up a lot of Health.



When they're cleared out, a pair of Prison Guards attack, also bearing Health. You find a Ruby in the water pool, another at the top level of the waterfall, and a third near the tall boulder. There's also an Endurance-Up in the Jump Attack Crack on the lowest step leading to the mirror, and a Strength-Up in a second Crack in the water, near one of the Rubies.

Decisions, Decisions

Foes: 11
Rubies: 3





You face a Soldier and a Prison Guard who are soon backed up by three more Soldiers. The upside is that you get plenty of Health and Stamina from these battles. There's also a Strength-Up in the Jump Attack Crack near the first boulder, a Ruby near the door on the left, and a Ruby behind the second large boulder.



Both left and right rooms contain a Prison Guard and a pair of Soldiers. The right also contains a Weapon Chest with a Wooden Staff, and there's a Ruby in the left room. Save, then head through the unlocked door.



TIP

The Wooden Staff doesn't do much damage, but it's still an excellent weapon. It strikes in a very wide arc, hitting multiple enemies, and it's wickedly fast. The three-hit Strong Attack combo knocks enemies down with the last swing—even big guys like Prison Guards. It's great against Snakes, too. Even with more potent swords in your arsenal, you'll find yourself coming back to the good ol' Wooden Staff.



Pick up the Domed Shield, then retreat within the entranceway, out of the Archers' line of fire. Kill the Snakes; there are 12 in all, coming in ones and twos, and they kick out plenty of Health. Then take care of the two Archers. You find three Rubies in this room (two in the water). Continue.

The Humidity Vat

Foes: 8
Rubies: 3



Conflict and Convictions

Foes: 14
Rubies: 3



This one's another Timed Combat! Six Archers are posted on the ramp spiraling around this room, and a pair of extra-large Prison Guards wait on ground level. Charge up the ramp and kill the Archers; they give Health, and there's a Ruby along the way.

THE SCORPION KING

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About a third of the way up the ramp, knock the Archers off the ramp; the fall kills them. When you get to the top, don't jump or you'll lose a full Health Bar. Head back down and take care of any remaining Archers, then get the Prison Guards; your Wooden Staff handles them without much trouble. There's

a Broad Sword in the Weapon Chest and a Ruby nearby. If you have trouble beating the clock, try it again with the Broad Sword. Now return up the ramp and go through the unlocked door, picking up the last Ruby if you made the time limit.

Conflict and Convictions

Foes: 0
Rubies: 2



Nothing to kill here, for a change. There's a Ruby on the first wooden platform, immediately to the left, and also on the third. The Jump Attack Crack on the wall by the fourth platform hides a Strength-Up, then continue to the reflector. The reflector moves automatically, and the next door unlocks.

Cry From the Depths

Foes: 9
Rubies: 3



Let the Prison Guard climb the slope toward you before you engage in battle, or else the Archers ahead will make things difficult. With the Prison Guard dead, get the first Archer with a Charge Attack (works best with the Wooden Staff) and knock him over the edge. Get the Ruby here, then Jump Attack onto the small platform with the second Archer. Your attack knocks him off, too, and liberates an Endurance-Up from the Crack.



THE WATER SERPENT



Dispatch the third Archer (with a Charge Attack), get the nearby Ruby, and open the Weapon Chest to get the Scimitar. The next three Archers each give you a Health Power-Up when they're defeated. Next you have a pair of big Prison Guards to contend with. Careful they don't knock *you* off. When they're dead, you get a coveted Maximum Health-Up! Grab the Ruby on the ledge and proceed through the door.

Just as Mathayus sees the light at the end of the tunnel, a pesky Water Serpent has to go and make life hard for him. The Water Serpent's main attack is a burst of water; before the burst, he'll look like he's gargling. Jump over the leading edge; it's not difficult to avoid, but you can't Block it. He also bites you, and spits out a ball of poisonous gas.



Damage the Water Serpent by standing close to the edge nearest him and hitting him with your weapon. Or Jump Attack when he's near; this is an effective tactic. When you make contact, you knock the Serpent backward. He reels, taking a chunk out of the stone walkway and resurfacing on the other side of the ring. Run to the far side and do it again, but don't miss the two Jump Attack Cracks on the walkway for a Strength and Endurance-Up. After the fifth blow, it's lights out for the Water Serpent. 🐍

THE VENGEANCE OF MAGUS



After escaping Magus's prison, Mathayus returns to Akkad only to find the town razed by Magus and his army. A wounded citizen (Mark Hamill's voice!) urges Mathayus to protect the King.

Homecoming

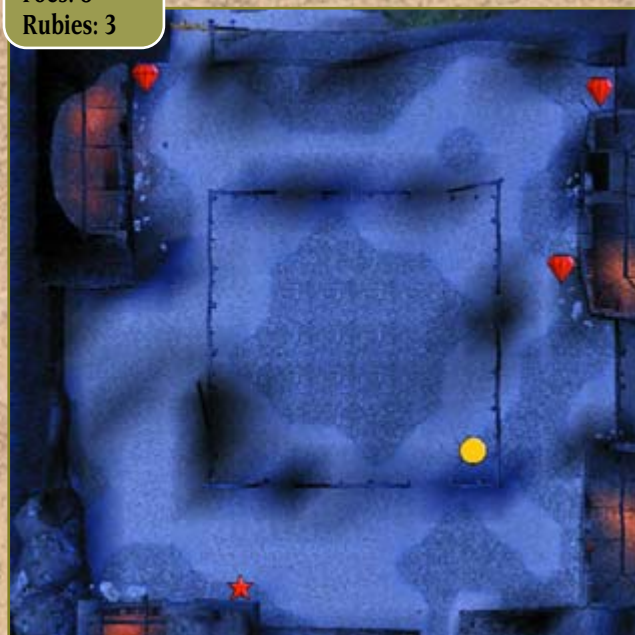
Foes: 6
Rubies: 4



A pair of Soldiers tries to stop you, followed by four more Soldiers—one of them a big guy. There's a Strength-Up in the Jump Attack Crack by the start point, a Ruby along the wall and in a doorway, and two more Rubies in the vases (one's in the oil vase). Save and continue through the unlocked gate.

Tales of Sorrow

Foes: 8
Rubies: 3



Here, there's a pair of Archers backing up the two Soldiers, but if you immediately head to the left corner from the start point, you'll be out of their range. Take care of the Soldiers, and four more join the battle, giving up Health and Stamina.



Deal with the Archers; they both yield Health Power-Ups. You find a Ruby along the wall to the far right of the next gate, and there's another Ruby hidden in a Jump Attack Crack in the rubble of the nearby building. There's an Endurance-Up in the Jump Attack Crack in the corner of the fenced-in courtyard, a Strength-Up in a crack on the wall near the entry gate, and a third Ruby up high, just to the left of the exit gate.

Pangs of Grief

Foes: 9
Rubies: 3



A couple Soldiers rush to battle, and three Archers fire from across the chasm. Battle the Soldiers near the entrance, and the Archers won't be able to reach you. After the Soldiers are dead, three more attack—one at a time. You get two Health Power-Ups from these fights. Grab the Domed Shield, jump across the chasm, and kill the three Archers and the Soldiers. The Archers give you Health Power-Ups.



A Ruby is on the broken bridge, another in the skull near the Save Point, and a third on the other side of the chasm, up high near the doorway of the two-story building. There's an Endurance-Up in the rubble by the doorless building and a Strength-Up in the rubble by the building to the right of the Save Point. Save and keep on going.

Angel's Lament

Foes: 10
Rubies: 4



Magus's minions fill this small area. There are two Archers, two Soldiers, and a Prison Guard at the start. Hit the Archers first. Four more Soldiers and another Prison Guard replace their comrades when they fall. Thankfully, you get lots of Health from them.



There's a Ruby in the doorway to the left of the starting area—hit the Jump Attack Crack between the doorway and the wall for another. There's also a Ruby in a vase and a fourth by the well. You also find a Strength-Up in the Crack to the right of the start point, an Endurance-Up in the Crack to the right of the well, and a Skull Crusher in the Weapon Chest.

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NOTE

The Skull Crusher replaces the Metal Knuckle in your armory, and it does significant damage. A Strong, Normal, Normal combo will stun most enemies, including Prison Guards. Still, with the gauntlet's lack of range, employ your various swords and the Wooden Staff when under attack from many enemies. When you find yourself up against the two winged creatures waiting in the near future, don't use the Skull Crusher.



Mathayus finds his brother Rama, who has been wounded by Magus's forces. Rama tells Mathayus that Jesup is with King Urmhet, and that he should help protect the King.

Truth and Trials

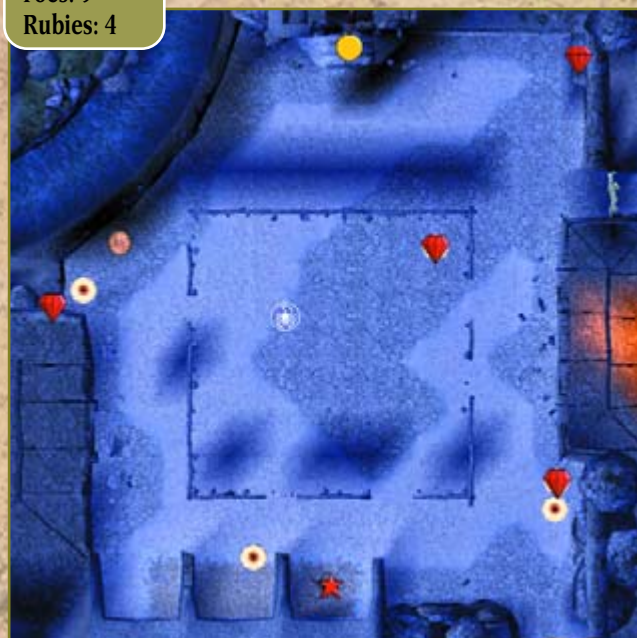
Foes: 2
Rubies: 4



This is a Timed Combat! Two quick and powerful Anubis Warriors attack. Try to throw or knock down one fighter so you can concentrate on the other. Find two Rubies in the vases and one near the entry gate, in addition to the Ruby you get for beating the clock.

A Warm Welcome

Foes: 9
Rubies: 4



Two Prison Guards, a Soldier, and an Archer attack from the get-go. Save the Archer for last; it's easy to stay out of his range. Three Soldiers and a Prison Guard reinforce the first wave, and they give up some Health.



Get the Spiked Shield, and there's a Ruby behind the nearby vase and two Rubies in the other vases. A fourth Ruby is in the left entry gate corner. A Strength-Up is in the Jump Attack Crack near the next gate, and an Endurance-Up is in the Crack by the doorway with steps. Save and keep going.

Flood of Tears

Foes: 10
Rubies: 2



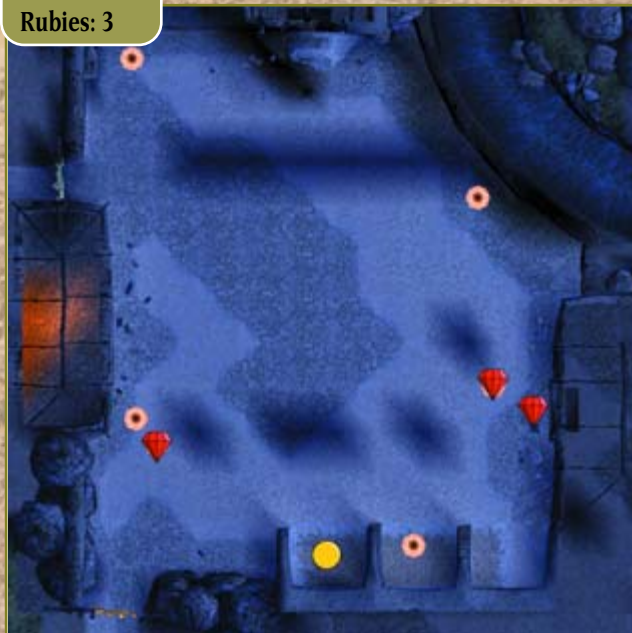
The battle begins with a Soldier, an Anubis Captain, and a Prison Guard, with an Archer backing them up. Start with a Special Attack to knock most of your hand-to-hand assailants off their feet, then run over and take out the Archer; he coughs up some Health.



As the melee wanes, four more Soldiers and two Prison Guards wade in. The Anubis Captain and Prison Guards release Health Power-Ups when they die, and many of the vases hold Health. If you get some room, use the fire vases against your foes—there's a Ruby in one of them, and a Ruby along the roof of a doorway. A Strength-Up is in the Jump Attack Crack in one of these doorways, and an Endurance-Up is in the Crack in the ground.

TALONS OF FATE—HORUS WARRIORS

Foes: 2
Rubies: 3



There's two tough Horus Warriors here. Block their attacks when they swoop down. Your Jump Attack knocks them out of the air, assuming that you aren't hit on the way up in your jump.

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When you've got one on the ground, use your Scimitar or Broad Sword—they stand out of Skull Crusher range. Use Strong Attacks to keep them off their feet, and Jump Attacks when they're flying. Your Special Attack will come in handy if you can get it off.



If you're near death, three of the vases hold Health Power-Ups, and one's got a Stamina Power-Up. The two exploding vases hold a Ruby each, and there's a Ruby in the Jump Attack Crack at the base of the steps. When you're victorious, one of the Horus Warriors yields a Maximum Health-Up. Get the Endurance-Up in the Crack to the left of the exit gate, then head to the castle.



You've finally found Jesup and the dying King Urmhet. The King asks you to avenge the Akkadians, and then Hammet appears on the scene. He suggests that Mathayus journey to the north to recover the Sword of Osiris. Sounds like a plan, and Mathayus sets sail.

THE CURSED ISLAND



The Minoan Soldiers tell you about the Minotaur they've trapped in an underground tomb, but they aren't keen to let you see it. You agree to disagree, and decide to fight your way through the Minoan fortress and hunt for the Sword of Osiris.

Marooned

Foes: 3
Rubies: 2



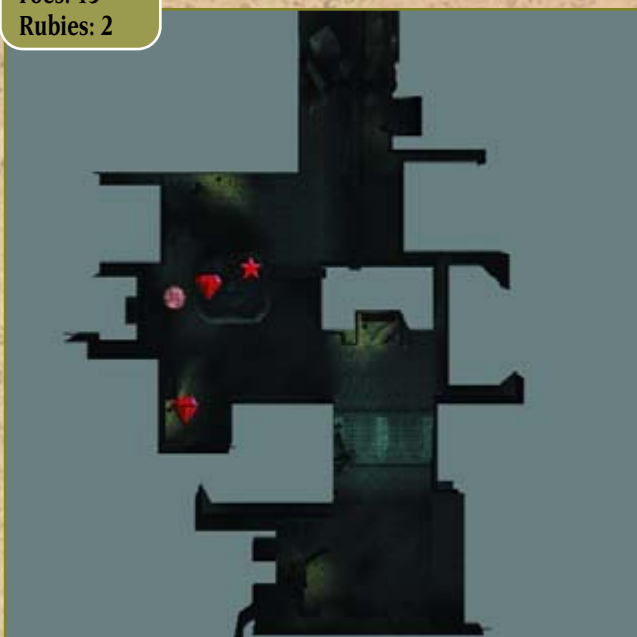
After the shipwreck, you wash up on the beach in the isle of Minos. Find the Endurance-Up in a Jump Attack Crack at the end of the right ridge and a Ruby along the left ridge.



Ahead, Minoan Soldiers wait. Fight through three of them to enter the Minoan fortress. The Soldiers sometimes hit you with a Wither Attack that drains Stamina. When they're dead, get the Ruby high along the wall to the left of the door.

Fallen Glory

Foes: 13
Rubies: 2



The Minoan Soldiers attack in waves of three here, each joining the battle as their comrades fall. Some give up Health, and there are more Power-Ups in the vases. A Ruby sits in the corner in the fountain plaza, and another Ruby and a Strength-Up are in a Jump Attack Crack in the fountain. There's a Shield Repair nearby. When the 13 Soldiers are dead, head through the next door.

Breath of Souls

Foes: 8
Rubies: 1

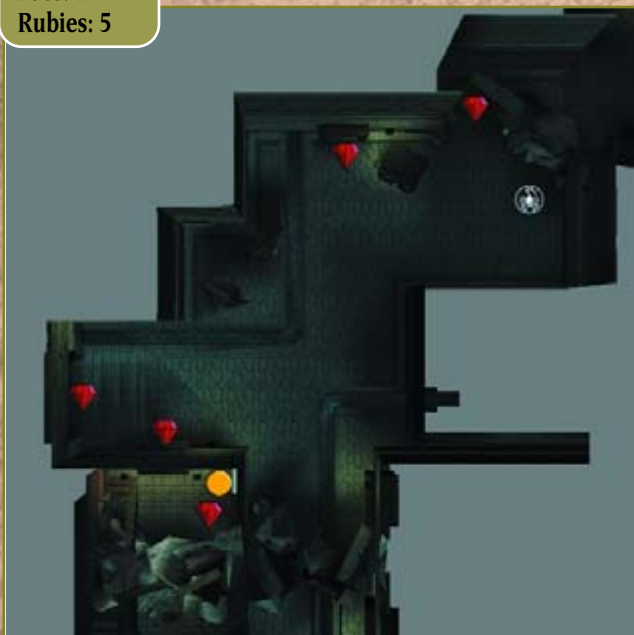


Snakes attack as you enter. Run over to the chest and get the Spear; it's an upgraded version of the Wooden Staff, and it's great for clearing out Snakes. After all the Snakes are dead, grab the Ruby behind the bull statue, and grab the Endurance-Up from the crack in the wall to the chest's left. Go through the unlocked door.



Tail of the Wolf

Foes: 14
Rubies: 5



This is a Timed Combat! Four Soldiers attack in the first wave, and seven more replace the first bunch as they fall. The Spear makes quick work of them all, and you get Health for your trouble. Three Snakes attack after the Soldiers.



There's a Ruby atop the doorframe near the stairs, one inside the room with the collapsed ceiling (grab the Endurance-Up in the cracked floor), and another Ruby at the top of the stairs. Visit the Save Point, and get another Ruby from the near corner, and the final Ruby at the unlocked door. Beat the time limit!

Storm Clouds

Foes: 12
Rubies: 4



Everything's calm here—at first. Get the Ruby from the fountain, then head through the broken wall. A dozen Snakes attack in groups of three. Fight with your back to a wall, or they'll quickly surround you.

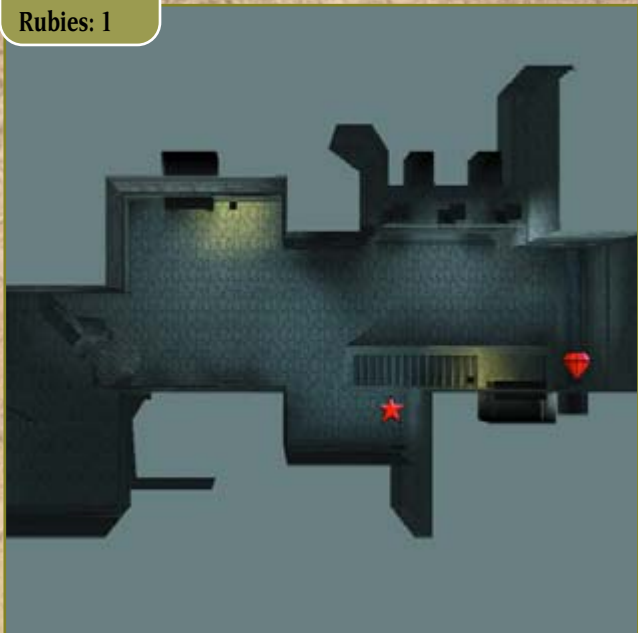


There's a Ruby along the wall by the three vases, and another to the right of the shattered staircase. The Jump Attack Crack in the floor holds a Strength-Up. Go to the left of the staircase and pull yourself up to the upper level. There's another Ruby here, and the Sword of Poseidon is in the Weapons Chest.

There's a Jump Attack Crack high along the nearby wall—throw a vase at it for an Endurance-Up.

Flash of Destiny

Foes: 13
Rubies: 1



After the initial wave of four Soldiers, a trio drops down and attacks, and more join the battle as it continues. A dozen Soldiers later, an especially strapping Soldier takes you on.



The four vases just near the entrance all contain Health, and the Soldiers give up plenty. There's a Jump Attack Crack in the ground to the right of the staircase; it holds a Strength-Up. You can find a Ruby in the opposite corner from where you entered.

Trained Too Well

Foes: 10
Rubies: 0



An Endurance-Up is just to the right of the door you enter; it's in a Jump Attack Crack under the shelves. Ten Snakes attack in groups of three—they give up Health. When they've all fallen, head through the next door.

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Chained Strength

Foes: 16
Rubies: 2



Get the Ruby on the raised platform with the pillars, and a Soldier and Captain wade into battle. They're followed by a steady stream of Soldiers and Snakes—16 in all. Luckily, they give up plenty of Health and Stamina. Grab the Strength-Up from the Jump Attack Crack on the side of the tall staircase, and the Ruby near the pool of water. Save your progress and continue.



Lost Souls

Foes: 19
Rubies: 5



This large maze is full of Rubies and Snakes—the Snakes attack in groups of three or four at the entrance. The rest find you as you explore the maze, usually one or two at a time.



There's a Jump Attack Crack hiding an Endurance-Up high up in the left wall, near the first black pillar. You find five Rubies, a Spiked Shield, and a Strength-Up distributed throughout this area; consult the map at the beginning of this section for their exact locations.

Wailing in Despair

Foes: 12
Rubies: 3



This is a smaller maze. A dozen Snakes come after you at the beginning, arriving in threes and fours. Find the three Rubies. Near the Ruby on top of the wall, there's a Jump Attack Crack that yields an Endurance-Up. There's the Sabretooth in the Weapon Chest by the exit; it's a powerful gauntlet.



The Twins

Foes: 14
Rubies: 4



Two waves of three Soldiers open up the carnage here, followed by two groups of four snakes. Grab the Health Power-Ups in the vase closest to the entrance, the vase at the foot of the right statue, and in one of the three vases bunched in the corner.



There are two Rubies in the vases, another to the right of the double doors, and a third on the base of the right statue. When you've got them all, save and head through the doors. There's a surprise waiting for you.

THE GORGON



Who knew the Minoans had cornered the market on classic monsters? Not only do they have the Minotaur, but they've got Medusa, too! And, like Perseus, you'll defeat her with a mirrored shield. When her intro movie ends, start running or be stoned.



You can't hit the Gorgon when her force field is up. Get the Shield of Perseus and kill the Snakes when she releases them. There are Health and Antidote Power-Ups in the vases, which will respawn after a few


moments. When she winds up and tries to petrify you with her mask, hold Block with the Shield to bounce the ray back, leaving her stoned.



Your Shield breaks, but now's your chance to run over and land some hits on the Gorgon. Choose the Sabretooth or Sword of Poseidon for this job. She recovers after a few seconds and sends out more Snakes. Wait for

another Shield of Perseus to appear, then repeat the process. Try not to use the Shield to block the Snakes; they'll break it.



As you inflict more damage, the Gorgon eventually sends out more Snakes, up to four at a time. Handle them with the spear. When she's about to petrify you, use a Special Attack to clear out any nearby Snakes so they don't break your Shield and leave you stoned. When she's finally dead, you get a Maximum Health-Up. Break through the cracked wall and enter The Tomb. 

THE TOMB

Slithering Canyon

Foes: 16
Rubies: 3





A Ruby sits behind the tree near the start, and second is to the right of the first set of steps. Four reservoirs are in the this area—Jump Attack the valve release outside each one, then enter the holding tank and kill the four Snakes.



You earn an Endurance-Up if you hit the Jump Attack Crack in the narrow gap between the cliff face and the left side of the second holding tank. There's a Ruby on the third set of steps. There's a Strength-Up if you hit the crack hiding in the dark shadow on the fourth platform, to the right of the steps. When all the Snakes are dead, enter the tomb.



Jump Attack in the hallway before it angles downward to get an Endurance-Up from a hard-to-see Jump Attack Crack. At the base of the stairs, two Undead Warriors and an Undead Captain attack—the Captain gives up Health. Three more Warriors and two Captains reinforce the first wave, and both Captains yield more Health Power-Ups.



When they're all dead, get the Ruby on the candle to the right of the double doors, and Jump Attack the hidden crack high on the wall near the spider web for a Strength-Up. Head down the corridor to the left and go through the unlocked door.

Gateway to the Dark

Foes: 8
Rubies: 1



Avenge Our Deaths

Foes: 6
Rubies: 2



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THE SCORPION KING

RISE OF THE AKKADIAN

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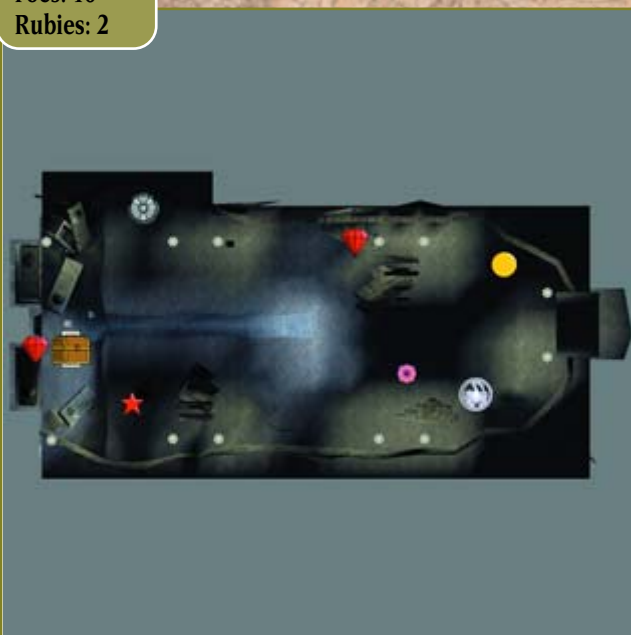
Undead Captain and a Warrior wait for you here, followed by a pair of Warriors and another Warrior/Captain duo. Two hallways branch off from the main room—the left leading to a single door, and the right to a pair of doors.



Get the Round Shield near the first fire vase and the Ruby near the first door down the right corridor. Get the Ruby at the entrance to the left corridor, and hit the Jump Attack Crack for a Strength-Up. Go through the unlocked door.

Buried At Sea

Foes: 10
Rubies: 2



Six giant Snakes ambush you here, three at a time. They give up Health, then three Warriors and a Captain attack. When they're dead, the entry door unlocks, the first of four locks on the double doors back in Avenge Our Deaths unlocks, and the Save Point activates.



After the door unlocks, you're next to a switch; Jump Attack it, and the screen flashes white. Get the Platinum Moon two-handed sword from the Weapon Chest, then Jump Attack in the shadows to the left of the Chest for a Strength-Up. There's another Jump Attack Crack that yields an Endurance-Up in the shadowy ground near the wall to the left of the door, opposite the Save Point. Find one Ruby in the rubble near here, and another behind the chest. Save and return to Avenge Our Deaths.

NOTE

You must activate four switches in order to reach a secret area at the end of the level. This is the first.

Avenge Our Deaths

Foes: 6
Rubies: 0



You face a single Warrior as you enter, while a pair of Captains and another Warrior wait in the main room. A Warrior and another Captain reinforce their undead comrades. You get some Health from these battles, and the second of the two doors down the other corridor unlocks.

Buried Alive

Foes: 16
Rubies: 2



Three Warriors come out swinging; they'll give up Stamina and Health. Three waves follow, each comprising a Captain and two Warriors and yielding more Power-Ups. Two pairs of Captains bring up the rear—that's kicking up a lot of sand! The speedy Sword of Poseidon may be the best tool for this job.



When the room is clear, the second lock on the double doors opens. Get the Ruby near the entrance and find the second behind the large boulder. There's a Jump Attack Crack on the near right wall between the two rows of coffins; hit it for an Endurance-Up. Flip the switch in the shadows. Return to Avenge Our Deaths.

Avenge Our Deaths

Foes: 8
Rubies: 0



Pick up the first fire vase and carry it toward the main room. Throw it at the two Warriors and two Snakes, then clear up the scraps. Another Warrior/Snake wave follows, and you get a few Health-Ups from the altercation. Head through the newly unlocked door.

Morbid Curiosity

Foes: 18
Rubies: 3



THE SCORPION KING

RISE OF THE AKKADIAN

PRIMA'S OFFICIAL STRATEGY GUIDE



Enemies come in groups of three, usually a Captain and two Warriors. There are six groups altogether, releasing lots of Health. After they're dead, the third lock on the double doors opens. After the short clip, turn around from your start point and Jump Attack the coffin to trigger the third switch.



There's a Jump Attack Crack with an Endurance-Up in the shadows between the switch coffin and the open coffin to the left. Grab the two Rubies in the open, then Jump Attack to the right of the other propped-up coffin for a Strength-Up. There's Health in each fire vase, a Ruby behind the chest, and a Naginata—an excellent weapon—in the chest itself. Continue down the stairs and through the unlocked door.



Keeper of Secrets

Foes: 16

Rubies: 2



It quickly gets ugly, with two waves of two Warriors and a big Snake, then a cavalcade of Captains, Warriors, and more Snakes. When the dust settles, 16 are dead, and you get lots of Power-Ups. After the final lock opens on the double doors, turn around and Jump Attack the last valve, causing the nearby wall to crumble and reveal a passage.



Get the Spiked Shield and the Ruby from the rubble behind the Save Point. There's another Ruby along the opposite wall. To the left of that, in the shadows, is a Jump Attack Crack hiding an Endurance-Up. Save and head through the broken wall, and Jump Attack a Crack in the shadows between the first and second candles for a Strength-Up. Continue through the door.



NOTE

Triggering all four valves opens up a secret area, the Sacrificial Victim room. If you missed one of the valves, head to Gateway to the Dark from Keeper of Secrets.



Sacrificial Victim

Foes: 50
Rubies: 4



How do you feel about Snakes? There are 50 slithering around in here. Stand between the two staircases on the far side of the altar, so the snakes won't be able to surround you. The last five are really big Snakes, but you get plenty of Health and Stamina from this monumental battle.




When you've finished, a Full Health Power-Up appears by the door, and the altar breaks in half; you'll find four Rubies inside. Return to Keeper of Secrets and head through the second door.

Gateway to the Dark

Foes: 0
Rubies: 1



Grab the last Ruby to the left, by the spider web, and head into the main room. The double doors are finally unlocked—guess what's behind them. 

THE MINOTAUR



He's angry. Run when the Minotaur charges you; he'll get stuck in the wall. Now's your chance. Give him a taste of the Sabretooth. Stand by his left side to evade his powerful hammer when he pulls free. If you stand too close, his horns will get you.



He leads off his other favorite attack with a great roar—a hammer smash; that's your tip off. Jump the after-shock and circle, waiting for him to charge. After you've knocked off about half his health, he does two hammer smashes in a row.

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When he pulls his horns from the wall, you can get a couple hits in as he clears the cobwebs. Push your luck, and you'll get the hammer. If you want to play with fire, you can get close to him so he swings the hammer, then jump clear. After he stops swinging, run in with a Charge Attack.



When his health gets down to about 25 percent, he'll add a third delayed strike to his hammer smash. Sometimes, he kicks it into high gear

and comes chasing after you; keep running, and he'll get tired. Be patient, and the Minotaur will soon be out his misery. 

HUNTING GROUNDS OF THE SPHINX



After Mathayus slays the Minotaur, he is transported to the Netherworld. Here, the god Ptah promises to reforge the broken Sword of Osiris if Mathayus can recover the four shards of the legendary weapon.

The Damned

Foes: 6
Rubies: 3



There's a Ruby behind the start point, and a Jump Attack Crack with an Endurance-Up between the start and the well. Another Ruby is at the well, and a third is to the right of the locked door.



Approach the well, and Ptah warns you about Set's minions. Three Bast Warriors attack; use your Naginata in this battle. Three more Basts try to avenge their fallen brethren, then the door unlocks.

Corporeal Punishment

Foes: 14
Rubies: 3



Eight Bast Warriors ambush you here in groups of twos and threes. They leave plenty of power-ups behind. When they're dead, go through the door to your right from the entrance, and take out another six Bast Warriors.



You find a Strength-Up in the Jump Attack Crack near the fire vase, and a Ruby in an alcove behind the vase. Return to the main room.



A Ruby is among the roots of the large tree, and an Endurance-Up is in the crack near the wall opposite the tree. Find a Ruby and a Save Point along the wall near the pyramid. Head through the unlocked door.

Eternal Solitude

Foes: 0
Rubies: 3



Before solving the gong puzzle, get the Ruby in the alcove behind the first gong and the Ruby on the left platform nearby. There's an Endurance-Up in the Jump Attack Crack behind the second gong, near a Shield Repair, and a third Ruby hidden among the tree roots by the third gong.



Ring all the gongs within the time limit and don't fall into the chasm. Avoid the flying spirits; you can't kill them. When you beat the clock, you get the first shard and unlock the next door.

THE SCORPION KING RISE OF THE AKKADIAN

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NOTE



This is the first gong puzzle. Three gongs are in this area, and when you hit the first, a countdown begins. You've got to ring the other two before the time runs out to unlock the next door. If you fail, the time limit will reset, and you can try again.



In all the gong puzzles you can trigger the gongs in any order if you hit all three within the time limit. Sometimes you'll need to start at the third gong and work backward to solve the puzzle successfully. Use Jump Attacks to ring gongs, too.

Strange Seasons

Foes: 15
Rubies: 3



Two waves of three Bast Warriors set upon you after you enter this area, but luckily they give up lots of Health. Two Undead Warriors and a Captain attack, followed by a lone Undead Captain.



Get the Ruby to the right of the entry, the second near the inactive Save Point, and the Endurance-Up from the Jump Attack Crack in the alcove to the left of the locked door. There's a third Ruby to the left of the door to the adjoining room, where five Bast Warriors wait. Use the Naginata here.



A Scorpion Blade is in the Weapon Chest, a very potent one-handed sword. A Strength-Up will be yours if you leap over to the first large platform and Jump Attack. Return to the main room, save your progress, then head through the unlocked portal.

The Stragglers

Foes: 22
Rubies: 3



This large area includes two adjoining rooms you must clear before proceeding. Two Bast Warriors immediately attack and are soon joined by an Undead Captain and Warrior. Be careful if fighting on the bridge; you can be knocked over the ledge. If you bump over a Bast, it'll jump right back out, but the fall will kill Undead Warriors. More Basts and Undead attack until you've killed 10. You get power-ups for your trouble.



There's a Ruby to the left of the entrance and a Strength-Up in the Jump Attack Crack to the left of the first room door. Inside this room you battle six Bast and Undead Warriors. There's a Shield Repair, and Jump Attack Crack hiding an Endurance-Up in the largest platform.



Return to the main room, cross the bridge with the exploding vase on it, and get the Ruby along the left wall. Enter the second room and clear out the Basts and Undead (six in all). Get the Ruby here and a Strength-Up from the Jump Attack Crack, then head for the now unlocked door in the main area. There's another Endurance-Up in the crack to the right of the unlocked door.



If you're low on health, go back to Strange Season and resave. Chances are good that you'll fall into the abyss a few times while solving the next gong puzzle.

The Unending Task

Foes: 0
Rubies: 3



There's a Ruby behind the first gong (to your left, on the lowest level), a Ruby behind the second gong, and a Ruby on an outcropping, below the chasm's edge. Landing safely can be tricky, but when you do, jump and you'll automatically climb back up.

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The easiest way to beat this puzzle is to ring the second gong first (watch the floating block for a pattern; jump on as it rises all the way up to the next level), then the third gong by the locked door, then drop down and get the first gong. Pick up the second shard and continue.

Lost and Forgotten

Foes: 21
Rubies: 4



Timed Combat! Bast Warriors and Undead Captains rush you in threes and fours, coughing up Health and Stamina. Your final five enemies are Bast Captains.



This is a tough battle to win with the Naginata because it doesn't kill quickly enough. Use the two-handed Platinum Moon—or you can open the Weapon Chest for the Mountains Tusk, which is even more potent, then reenter the room to restart the clock.



Grab the Ruby to the left of the entrance, a second farther along the left wall, and a Strength-Up in the Jump Attack Crack not far from the chest. The third Ruby is in the overhanging light between the broken column and the next door. If you beat the time limit, collect the fourth Ruby at the unlocked door.

Drained of Blood


Foes: 19
Rubies: 3





Lots of Undead Warriors wait here; three join a Captain in the first attack, followed by two more waves of the same. Then it's a Warrior and two Captains, with three Warriors plus another Captain waiting their turn. You get plenty of power-ups for your trouble.



There's a Ruby hidden to the right of the entry door. Follow the wall around, and eventually you find a second Ruby hidden in an alcove. There's also a Spiked Shield near the Save Point, and a third Ruby to the right of the unlocked door. 

ETHEREAL GLOW—THE SPHINX

Foes: 3

Rubies: 3



As your battle with the Sphinx begins, kill or ignore the three Bast Warriors that appear (they give Health). If you kill them, they'll respawn. Three Rubies are in this room; collect them first before things get crazy. Find the first along the left wall, near the start point. The other two are along the right wall (one is by a ledge, near the Sphinx).



Run toward the Sphinx. There are four glyphs on the edge of the chasm, and also a glyph above the Sphinx's head. Jump Attack the glyph that matches the Sphinx's choice, and a wall of sand blows you back to the start point. If you jump on the wrong glyph, you'll be hit with a fireball.




When you regain your feet, run back to the Sphinx, avoiding the fireballs. If you see one heading toward you from the left, you'll be safe if you run diagonally forward and to the right for a moment. If a fireball hits you while you're jumping, it won't knock you down, and time is of the essence.



There are now two blocks bridging the chasm. Run to the Sphinx and attack. Your gauntlets won't reach. Use the Mountains Tusk or Naginata. The blocks shake before they disappear. Get a couple licks in, then run back to the glyphs.

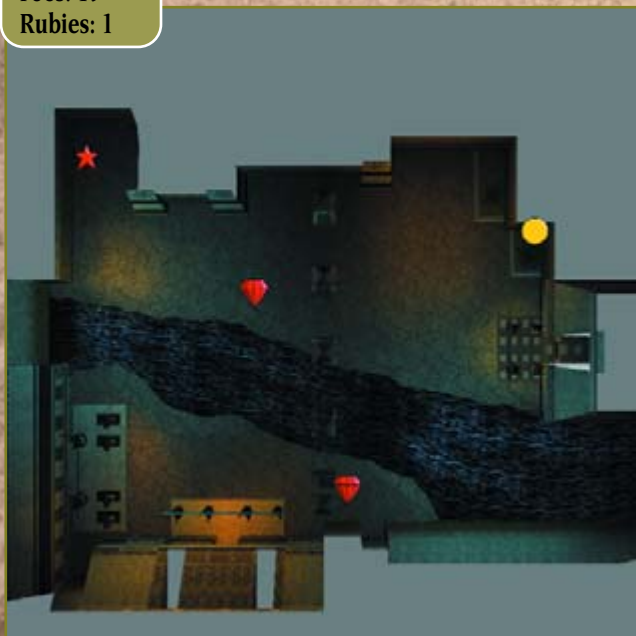


After the blocks disappear, a new glyph appears above the Sphinx. Jump Attack it and repeat the process. As the Sphinx's health bar wanes, the number of fireballs increases, and the time you have to Jump Attack the appropriate glyph decreases. Shockwaves (like the Minotaur's) make your task harder if you hit the wrong glyph. When you're victorious, you get a Maximum Health-Up, and Ptah opens a portal to the Realm of the Snake God. 

REALM OF THE SNAKE GOD

The Serpent's Coils

Foes: 19
Rubies: 1



The Snakes come thick and fast in groups of twos and threes. Use your trusty Naginata. There's an Antidote Cure on the other side of the pillars, by the locked door. You find a Strength-Up in the Jump Attack Crack in the shaded area behind and to the left of the start point, and a Ruby not far from the first Antidote.



There's an Endurance-Up if you Jump Attack in the planter to the left of the next door. See a Ruby glinting on the other side of the black river? Don't even think about wading over—it's instant death.

Danger All Around

Foes: 18
Rubies: 2



Two Anubis Warriors and a Snake are after you when you enter, with many more Snakes and Anubis Warriors waiting in reserve: 18 total. They come in twos and threes. The Naginata takes forever to kill the Warriors, so the Scorpion Blade or the Mountains Tusk are better tools for the job.



There's a Claw of Khepri in the chest, a powerful gauntlet. Grab the Shield Repair and Ruby near the Save Point, and an Endurance-Up is yours if you Jump Attack the ground near the wall murals to the right of the unlocked door.

A Losing Battle

Foes: 0
Rubies: 3



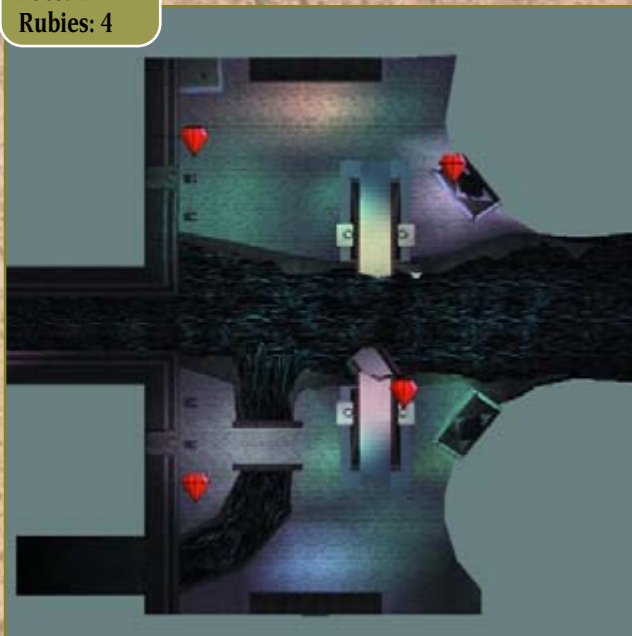
Negotiate your way across two checkerboard-like sections of rising and falling platforms. There's a Ruby behind the first gong, and another near the second gong. The third is in an alcove along the left wall, between the second and third gongs.



There's also a Strength-Up in a Crack in the shadowed alcove along the left wall, between the third gong and the next door. Once you ring all three gongs within the time limit, you get the third shard of the sword, and the next door unlocks.

The Serpent's Fangs

Foes: 14
Rubies: 4



Two waves of four Snakes greet you here, yielding lots of Power-ups. When they're dead, the broken bridge over the black river mends. Before crossing, get the Ruby in the left cobra statue along the wall and the Ruby near the base of the bridge.



As you cross the bridge, three Horus Warriors arrive on the scene. Normal Attacks with your two-handed sword work well against these guys. Three more replace the first trio after they fall, then the door unlocks. Get the Ruby in the planter and the second Ruby in the right cobra statue.

Distant Laughter

Foes: 16
Rubies: 3



This is a Timed Combat! A two-handed sword, Titans Woe, is in the Weapon Chest; it's effective here, but the quickness of your one-handed sword can be valuable in this battle. Three Snakes and a Bast Warrior initially charge you, followed by waves of more of the same. They give Health and Stamina, and you shouldn't have trouble finishing them all within the time limit.



Three rubies are around the room, and they're all easy to spot. Hit the Jump Attack Crack on the wall next to the pillar, to the left of the next door; it yields a Strength-Up.



TIP

Your enemies give up so many Health Power-Ups in this battle that you may want to fight it again just to regain full health. If so, don't get the Ruby by the next door; instead, exit the way you came in, then reenter.

The Faithless

Foes: 0
Rubies: 3



An Endurance-Up is in the Jump Attack Crack in the alcove along the right wall, not far after you enter. There's another Ruby behind the second gong, another in the teardrop-shaped lantern hanging above the second gong (you can jump to it), and still another near the third gong.



Your time limit to ring all three gongs is short; go in reverse. Start with the third gong, Jump Attack the second, then Jump Attack the first. Now that you've got the fourth shard, Ptah tells you to bring the pieces to his altar.

The Shadows Dance

Foes: 0
Rubies: 0



Get the Shield Repair near the door. There are five gongs to ring here, and the time limit's pretty generous. Be careful with your jumps from platform to platform, and watch that you don't accidentally Charge Attack when hitting the gongs; doing so causes you to run over the edge. Jump Attacks work best. When you've got all five, the next door unlocks.

Vivisection

Foes: 25
Rubies: 3



As you enter, Bast Warriors come at you in waves. After you've slain 10, four Bast Captains simultaneously attack. Again, Normal Attack combos with Titans Woe are effective, and you get Health from these fights.



Two rooms adjoin this one; the leftmost holds five Basts, and the other is guarded by six. Find the Ruby in an alcove across the room from the door here, and a Strength-Up in the cracked area near the Ruby, next to the stone pillar.

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Back in the main room, heading toward the now unlocked door, grab the Ruby along the left wall and another hidden in the twisted roots of the tree. There's a Jump Attack Crack (Endurance) in the dark alcove in the wall to the left of the tree. Save your progress and head through the next door.

Ignored Advice

Foes: 0
Rubies: 0



Get the Endurance-Up in the Jump Attack Crack near the right wall shortly after you enter. This is another three-gong puzzle with two checker-board platform areas to negotiate.



Stand by the first gong and wait for the three nearest blocks to rise before you ring it, then head over to the second and third. There's a Strength-Up in the ground along the left section of the ledge by the third gong. Head through the door.

The Mummified God

Foes: 9
Rubies: 3



An Anubis Warrior and four Snakes charge you here, followed by more Anubis Warriors and serpents. After you've killed them, find Rubies in three of the four corners of this room. Now that you've finally got the Sword of Osiris, it's time to bust out of the Netherworld.




Ptah reforges the Sword of Osiris and warns Mathayus not to let the weapon fall into the wrong hands.

The Serpent's Coils

Foes: 0
Rubies: 1



There's a Ruby behind the square pillar here, near the river's edge. Head through the door near the cobra statues. 

ΔΡΕΡ



Apep is the God of Evil, and guardian of the gateway to the Netherworld. Apep refuses to let you return to the Land of the Living.




This battle is surprisingly easy if you know what to do. Apep immediately slithers up one of the large pillars here and spits fireballs in your direction. He also creates four giant Snakes at the base of the pillar.



Although Apep is out of your reach at this point, the pillar he's coiled around is vulnerable—run toward it and tap Strong or Normal Attack to execute a Charge Attack. If timed correctly, your sword will shatter the pillar, sending Apep crashing to the ground.



If the Snakes strike while you're executing a Charge Attack, you won't pull it off, so kill or maneuver around the Snakes first. They give you Health and Stamina Power-Ups. After Apep is on the ground, strike him with your sword. He slithers up the next pillar; knock that one down. After you knock down the fourth pillar, Apep is defeated. You get a Maximum Health-Up and free passage back to the mortal realm. 

THE GARDENS OF MAGUS

Men and Monsters

Foes: 6
Rubies: 3



Who knew the secret path from the Netherworld led to Magus's garden? Or that his garden would be so heavily guarded? Two Anubis Warriors and a Magus Elite immediately attack.



Get the Spiked Shield and the Ruby to the left of the shield, then use the Action button to pick up the stone chalice to the left of the staircase. Go up the stairs and drop the chalice on top of the statue, and the bridge rises.



There's a Ruby in the fountain here, and an Endurance-Up in a Jump Attack Crack in the water. Two Elites and a Magus Brute (the big guy) run across the bridge and come out swinging; each yields a Health Power-Up. The Sword of Osiris makes short work of them. Cross the bridge and get the second Ruby in the other fountain, then head through the door.

SHADOW DEMON: THE ONE COMBO KILL

Strong, Normal, Strong, Strong, Strong

Use the Shadow Demon combo with the Sword of Osiris, and you'll often kill your foe outright. As your strength increases, this will defeat tougher enemies.

Idle Idolatry

Foes: 7
Rubies: 2





Two Magus Elites greet you. Two Magus Archers wait ahead, so stay out of their range while dealing with the first pair of Elites.



A pair of Anubis Warriors and an Elite ambush you here. When they're dead, a panel slides down, allowing you to topple the statue. Get the Ruby in the fountain and the Endurance-Up in the cracked area at the top of the right staircase, then stand behind the statue and hit the Action button to knock it down.



When you're ready to take on the Archers, approach them from the water-filled trenches so they won't be able to hit you until you're close. These Archers run when you get within melee range, so hit them with a Jump Attack before using your sword. They both give up Health. Two Bast Warriors appear, followed by more Archers and Warriors.



Two Anubis Warriors and an Anubis Captain attack, yielding Health. Kill them quickly because a Magus Brute is lumbering after them. He releases a Health Power-Up in his death throes. The next door is now unlocked; go down the stairs and get the Ruby opposite the door, then head through.

The First Bend

Foes: 16
Rubies: 2



Stay out of arrow range and kill the Warriors, then some Elites. Head back toward the locked door. There are four Archers now, and they all give you Health. There's a Ruby in the trench to the right of the door you entered through and a second in the opposite trench after you round the corner.



You'll fight your way through a number of rooms like this one. If battling many opponents, jump down to the trenches at either end of the room, and your foes will have to face you one at a time.



Wheels of Destiny

Foes: 2
Rubies: 0



There's a Brute patrolling the causeway here. Kill him (you'll get Health), then flip the switch to activate the machinery. A second Brute appears, and the door unlocks as he dies. Head through.



Meeting New Friends

Foes: 11
Rubies: 1



This room is like The First Bend. Kill the Bast Warriors and then the Archer; you are rewarded with Health. Get the Archer by the locked door. At least he stands his ground.



An Anubis Captain and two more Archers appear, followed by Bast Warriors. With all the Health they cough up, you should be in decent shape. There's a Ruby in the trench and a Strength-Up in the trench near the Save Point. Record your progress and go through the next door.

Forgotten Youth

Foes: 8
Rubies: 0



It's suspiciously quiet. Hit the Jump Attack Crack for a Strength-Up. As you explore the lower level, the stairway retracts, and two Anubis Warriors and a pair of Elites attack, yielding lots of Health. Another group of four follows the first wave, then the door unlocks. There's nothing you can do with the three stone chalices now, so go to the next area.

In the Shade

Foes: 5
Rubies: 5



Three Elites waded in for hand-to-hand action while two Archers are posted by the pillars, and they both give you Health. The nearest Archer stands on a Jump Attack Crack, hiding a Strength-Up.



There's a Ruby by the second Archer and four in the area between the pillars. Hit the switch here to raise the staircase in the room you were just in, then return to Forgotten Youth.

Forgotten Youth

Foes: 0
Rubies: 0



Carry the three stone chalices up the stairs one by one, and put one on each gold pressure plate. When the bridge is up, cross and head through the unlocked door.

Shattered Dreams

Foes: 4
Rubies: 1



Kill the Anubis Warriors and two Captains here (you get Health and Stamina from the Captains), then stand near the statue on the ledge and hit the Action button to knock it over, sending it crashing through the roof of the building with all those nice pillars. There's a Spiked Shield and a Ruby by the door, too. You can't jump down; return the way you came.

Forgotten Youth/In the Shade

Foes: 0
Rubies: 0



Cross the bridge, go down the stairs, and then through the door, back to In the Shade. The next door is now unlocked, so continue.

Tunnel to Tomorrow

Foes: 10
Rubies: 1



Take out three Bast Warriors and a Captain, followed by an Elite. Get the Archer at the corner; there's a Shield Repair near him, and he gives you some Health. Find a Jump Attack Crack that yields an Endurance-Up just around the corner.



Kill the Archer by the Save Point, and a Bast Captain and two Horus Warriors join the battle, giving up Health as they enter the afterlife. Knock the Horus Warriors out of the air with a Strong Attack by using the Sword of Osiris. There's a ruby in the trench; get it, then save.

Gears of Pain

Foes: 4
Rubies: 0



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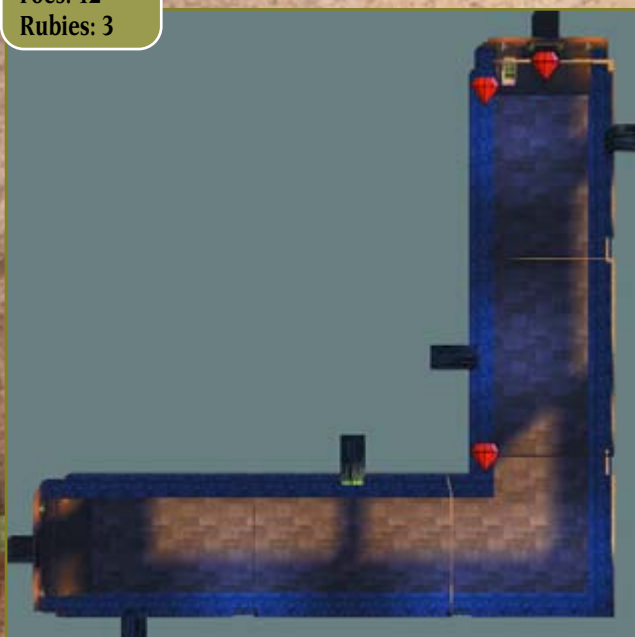
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An Elite runs over to greet you, trailed by a Magus Brute. After you flip the switch and start the machinery, another big man/little man pair falls victim to your sword. Like the first two, they give up Health. Now head through the unlocked door.

Another Perspective

Foes: 12
Rubies: 3



Timed Combat! This one can be a bit tight, so hurry. Run over to the two Archers; they kick out some Health. Now get the Archer posted by the Weapon Chest and locked door. Three Horus Warriors arrive next, led by a Horus Captain, then two more waves of the same, also providing Health as they perish.



There's a Serpent's Tongue in the Weapon Chest, but it's not any more powerful than the Sword of Osiris. Find two Rubies in the trench, one of them behind the chest, plus a third for beating the clock.

Worn Thin

Foes: 9
Rubies: 3



Two Bast Warriors and an Elite immediately come after you, and there are two Archers positioned on the staircases. Run to the side of the room opposite the stairs to do battle; there's a Ruby here, and you're out of arrow range.



You must contend with another two Basts and pair of Elites, then get the Archers. Nearly all your foes give up Health or Stamina here, so you

should be in good shape. Knock down the statue on the second level (use the Action button). It crashes through the floor below, revealing another room.



Jump through the hole onto the crates; be careful, or you'll fall to your death. Get the two Rubies down here, then go back up the stairs to the now unlocked door.

Heaped Compassion

Foes: 7
Rubies: 2



Three Bast Warriors come out swinging, supported by an Archer. Run to your left from the door and get out of the Archer's range, then deal with the Basts. Kill the Archer next, and find a second Archer at the end of the room.



Get the Ruby from the water near the stone chalices, then carry both chalices across the bridge section *before* placing one on the gold pressure plate. The stairs and bridge rise.



Carry the second chalice up the stairs and over the bridge, and drop it on the second gold pressure plate. The next door unlocks, and two Brutes attack. They both give you Health. Get the Ruby near the second pressure plate, then go through the door.

Travel by Day

Foes: 9
Rubies: 2



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It's another Timed Combat! Two Horus Warriors kick things off, followed by a pair of Bast Warriors, a Jackal Captain, and four more Basts. You've got all kinds of time to take care of them.



There's a Shield Repair by the door you entered through, and a Jump Attack Crack with a Strength-Up in the ground. There's a Ruby in one of the trenches, and another by the door after you beat the clock.

Narrow Bindings

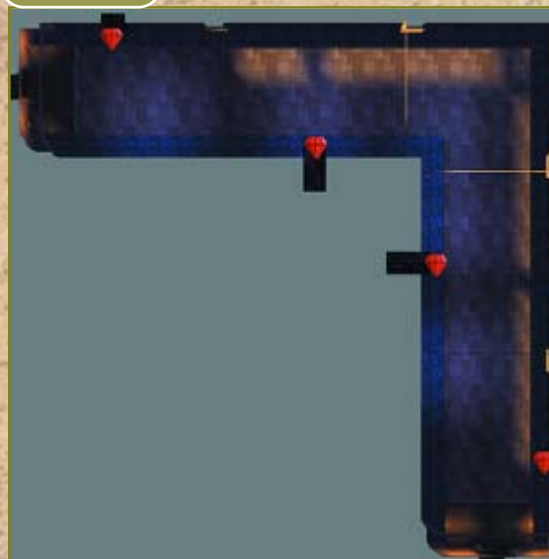
Foes: 4
Rubies: 2



A pair of Basts and a Brute are stationed here. Deal with them, hit the switch, and get the two Rubies. A second Brute comes after you now. Save and continue through the unlocked door.

A Stone's Throw

Foes: 12
Rubies: 4



Two Archers are in the distance. Wait near the start point, and a pair of Brutes come lumbering up the left trench. They won't be able to climb out of the trench, so polish them off with Strong Attacks, and you get Health Power-Ups.



Two Elites follow, then kill the two Archers, who also give up Health. Two waves of three Elites are your last foes; they yield lots of Health, too. Get the Rubies near each of the four waterfalls, then continue through the next door.

Spells of Disaster

Foes: 20
Rubies: 3



Open the Weapon Chest for a Flame Tongue, a powerful one-handed weapon. Continue down the steps and across the water. Gates fall, and 20 giant Snakes attack. Either the Flame Tongue or Sword of Osiris deals with them handily, and you should get some Health and Stamina for your trouble. The gates rise when the snakes are dead, and you find three Rubies near the next door.

the snakes are dead, and you find three Rubies near the next door.

Wrongness of Being

Foes: 10
Rubies: 3



Get out the stop-watch; this is a Timed Combat! Begin with three Archers; they give up Health. After you kill one, three Basts join the fray, with four more coming as reinforcements.



Two Rubies are in the water, and you earn another for beating the clock. A Spiked Shield and Jump Attack Crack (Endurance-Up) are near the next door.

Travelling Companion

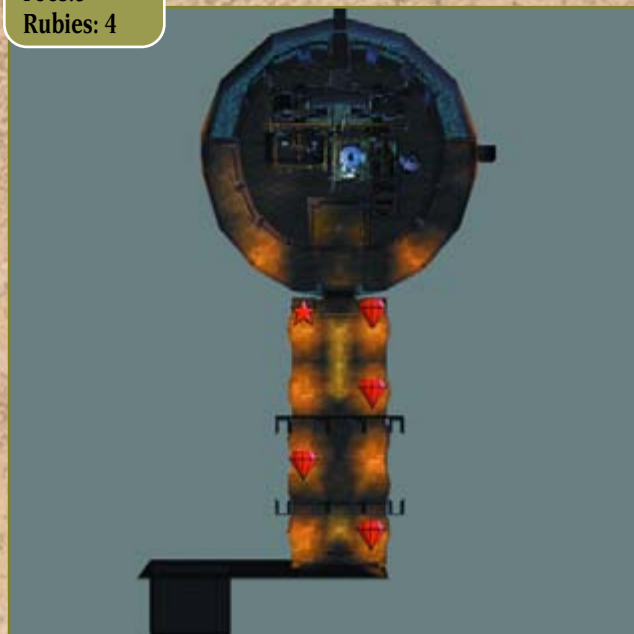
Foes: 12
Rubies: 2



A Bast, Anubis Warrior, and Anubis Captain are your first opponents, followed by a trio of Bast Warriors, then two Anubis Warriors and an Anubis Captain, and finally, three Horus Warriors. You get Health from all these battles. There's also a pair of Rubies in the trenches near the entry door and a Shield Repair by the next door.


Wheel of Fire

Foes: 3
Rubies: 4



You face a Magus Brute and a Bast, followed by another Brute. The second Brute gives you a Maximum Health-Up! When you've taken care of him, a gate opens; hit the switch, then get ready to run the fireball gauntlet.



First, you find a Jump Attack Crack with a Strength-Up just inside the doorway, and a Ruby on the other side. There are three more Rubies along the walls ahead; get them before you enter the Tower of Babel. 

THE TOWER OF BABEL

Abandon All Hope

Foes: 12
Rubies: 4



From the start point, there's a Ruby behind you. Three Archers wait on the next landing, along with two Rubies and a Strength-Up in the Jump Attack Crack in the left antechamber.



There's another trio of Archers on the next landing, and a fourth Ruby. All the Archers have Health, and when they're all dead, you face two waves of three Elites, also bearing Health or Stamina. Save and continue through the door.

Depths of Despair

Foes: 5
Rubies: 1



Five Archers all stand (rather unwisely) along a ledge. Jump Attack the first Archer to your right and knock him over. You'll also get an Endurance-Up from the Jump Attack Crack he was standing on. Use Jump Attacks, Charge Attacks, or Breakout Attacks to knock off the rest of the Archers. Each gives you a Health Power-Up. Get the Gold Shield and Ruby and head through the unlocked door.

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Greedy Fingers

Foes: 4
Rubies: 5



Two Rubies sit out in the open in this room. Underneath the one closest to the entrance is a Jump Attack Crack that holds a Strength-Up. There are four switches; as you activate them, the pillars sink into the ground, leaving the vases at floor level.



Smash the vases to find five Rubies, a Stamina Power-Up, and four Anubis Warriors. The Warriors all give you Health as they die. If you use a Special Attack to smash a vase containing a Warrior, the Warrior will be knocked to the floor and becomes much easier to dispense with. When all the Warriors are dead, the next door unlocks.

Pins and Needles

Foes: 5
Rubies: 2



There are four Archers around the perimeter of this room, and a Magus Brute, too. Take care of the Archers first. Each foe yields a Health Power-Up.



There's a Ruby by the Archer to the left of the Weapon Chest and an Endurance-Up in the Jump Attack Crack on the wall nearby. There's also a second Ruby to the right of the Save Point, and a Strength-Up in the Jump Attack Crack behind the second Ruby.



Inside the Weapon Chest is the Anubis Spear, the most powerful of the spear weapons. Still, it's hard to put down the Sword of Osiris. After saving your game, stand on the circle in the center of the room and press the Action button.

Mind Games

Foes: 0
Rubies: 3



There are four stone chalices in this room: one on the raised platform around the perimeter, and three on the ground level. At the corners on the raised platforms are four pressure plates. Place each of the three lower chalices on the yellow squares between the sections of raised platforms, then grab the chalice that's already on the raised platform and drop it on the nearest pressure plate.

chalice that's already on the raised platform and drop it on the nearest pressure plate.



The chalice to the left now rises to the upper platform. Carry that chalice to the next pressure plate, and the next chalice rises. When all four chalices are in place, the door unlocks. If you fail, activate the moon-shaped switch, which returns the chalices to their original positions.



Before you go, there's a Ruby on the ground level (hit the Jump Attack Crack here for an Endurance-Up), two more on the raised platforms (if you've solved the puzzle you've already got them), and a Shield Repair.

A Familiar Face

Foes: 1
Rubies: 3



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How many Minotaurs are there? The answer may surprise you. This is the second one you meet, the Magus Minotaur, but he's not long for this world now that you've got the Sword of Osiris (although the Anubis Spear puts the hurt on him, too).



Expect the usual behavior you saw from the first of his kind; wait for the charge, then get in close and make him pay. When he's vanquished, he kicks out a Health Power-Up. There's a Ruby in the center of the room and two behind a couple of the pillars. There's also a Strength-Up in the Jump Attack Crack just to the right of the next door.

Crushing Strength

Foes: 2
Rubies: 2



As you enter, there's a Brute on the other end of the catwalk. Take care of him, and you are rewarded with a Health Power-Up. Go to the end of the catwalk, get the Ruby, and put the chalice on the pressure plate.



A platform now connects the second catwalk to this one, and the Brute over there makes a beeline for you. Kill him, then get the Ruby at the end of the second catwalk. There's an Endurance-Up in the Jump Attack Crack under the second Ruby. Head through the unlocked door.

Ripped to Shreds

Foes: 19
Rubies: 3





The Elites have it in for you here. They attack in waves of three or so until you've felled 16. Three more come out, wielding Naginata. They're a little tougher. You should get plenty of power-ups from these battles. There's a Jump Attack Crack with an Endurance-Up on the window closest to the entrance. Get the

three Rubies here, save, go to the circle in the middle of the main room, and hit Action.

Voices in the Shadows

Foes: 10
Rubies: 5



This is a Timed Combat! Four Bast Warriors come out swinging, and six more wait to reinforce them. All yield many power-ups as they perish. Find four Rubies hiding behind the pillars and a Strength-Up in a Jump Attack Crack behind the pillar to the right of the door. There's also a Shield Repair. If you beat the clock, a fifth Ruby awaits at the door.

Beyond the Pit

Foes: 8
Rubies: 2




This looks familiar; you're on the other side of the lava chasm. There are five Archers here. Knock them into the lava for style points. They all give up Health. After you've killed the fifth, the gate

raises and three Anubis Warriors attack. Kill them for more Health, then get the Gold Shield and two Rubies. There's an Endurance-Up in the Jump Attack Crack on the other side of the gate. Go through the unlocked door.

The Gate Is Closed

Foes: 6
Rubies: 3



Three pairs of Elites try to make your life difficult, but end up giving you a Maximum Health-Up, along with Health and Stamina. Get the three Rubies here, then put the four chalices on the pressure plates. The moon switch will reset their positions if you make a mistake. Step on the circle in the middle of the room and hit the Action button. 

THE RITUAL OF SET

No Surprises

Foes: 4
Rubies: 5



Here's another room with four switches and vases on top of pillars. Hit the switches to lower the vases. There are two Rubies by the switches, and a Jump Attack Crack in the floor yields a Strength-Up.



Smash the vases one at a time to find four Jackals, three Rubies, and a Stamina Power-Up. When the Jackals are dead, the door unlocks.

Pleasant Company

Foes: 8
Rubies: 3



This is a Timed Combat! Unless things go really wrong, you'll beat the clock with ease. Three Concubines are your first adversaries, and they give up Health and Stamina. When they're taken care of, a fourth Concubine and two Elites attack, followed by another couple Elites.



Some of the Magus Elites are armed with Naginata. There's a Spiked Shield here (it repairs your Gold Shield), and a Strength-Up in the Jump Attack Crack in the window. You also find three Rubies, including the one you get for the Timed Combat!



Fearful Replica

Foes: 14
Rubies: 2



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Three Concubines and a Bast Warrior are after you when you enter. When they've been dispatched, more Concubines and Basts join the battle. After you've killed 13, and earned a few Health and Stamina Power-Ups in the process, the gate raises.



Notice how the Set Statue here watches you as you move around the room? That's your next target. When you destroy it, you get a Health Power-Up, and the next door unlocks. Get the two Rubies in this room and hit the Jump Attack Crack on the wall near the Statue for an Endurance-Up, then save and continue.



When you hit the Set Statue, it turns red and changes back to yellow before shooting a small fireball your way. Get three or four hits in, then block the fireball and repeat. If your shield is broken and you're low on health, you can get one or two hits in and run around the corner.



The Elites

Foes: 9
Rubies: 3



This is a Timed Combat! Deal with the nine Elites wielding Flame Tongues and the Naginata coming in waves of three. There's a Jump Attack Crack in the wall to the right of the entry. Hit it for an Endurance-Up.



You'll find three Rubies here, assuming you beat the clock.

Painful Steps

Foes: 10
Rubies: 2



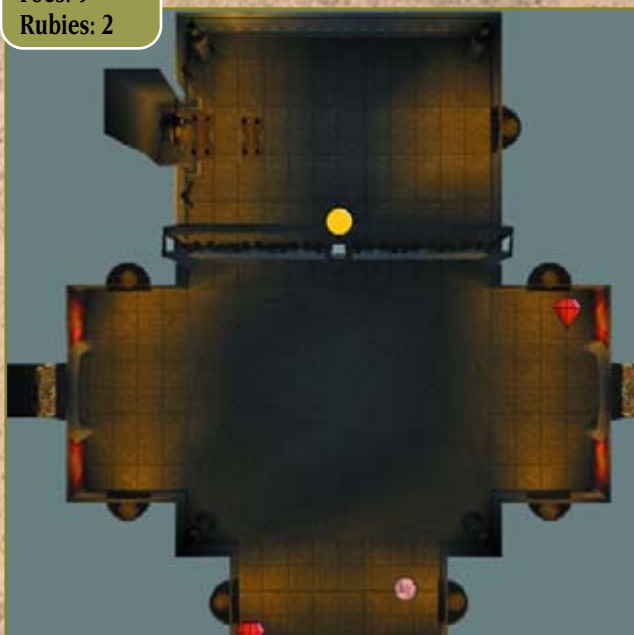
A Ruby is to your right after you enter. Three Archers camp out on the first landing, with a fourth sniping from above. There's a Ruby in one of the adjoining antechambers here, and a Strength-Up in the Jump Attack Crack in the window of the opposite antechamber.



Go up the next staircase and get the fourth Archer. Two Elites and a Magus Brute attack, followed by two more Elites and a second Brute. Almost all your foes give up Health when they die. When the room is clear, go through the unlocked door.

Crocodile's Teeth

Foes: 9
Rubies: 2



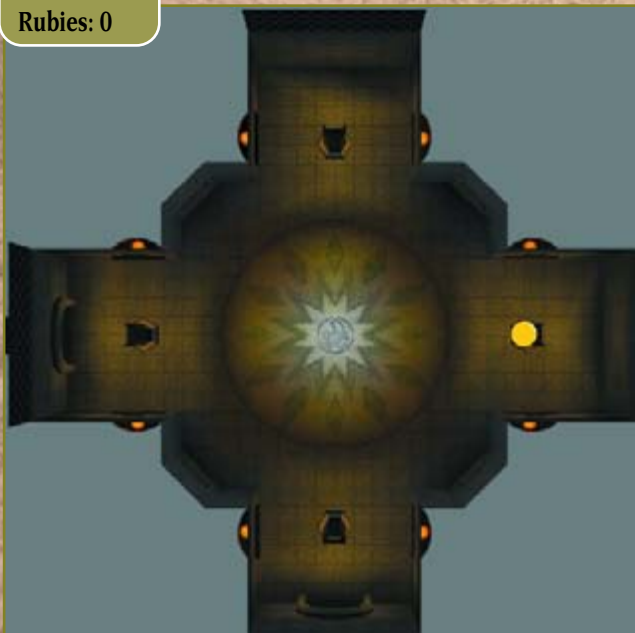
A Ruby is to your right as you walk in, but you come immediately under attack. Two Bast Warriors, an Elite, and a Brute lead off the battle, followed by more Bast Warriors, Elites, and a second Brute. You get some Health from your fallen foes, but if you aren't careful, you'll come out the worse from this fight.



As the last enemy falls (usually a Brute), a gate opens to reveal a Set statue. Destroy the statue for a Health Power-Up, hit the Jump Attack Crack nearby for an Endurance-Up, then get the second Ruby and the Shield Repair before heading out the door.

Uneasy Feelings

Foes: 1
Rubies: 0



This is the Chaos Minotaur. Give him the usual treatment. Find an Endurance-Up in the Jump Attack Crack underneath the pillar opposite the entrance. When you kill the Minotaur, you get a Health Power-Up, and the Save Point activates. Record your progress and go through the now unlocked door.

Ascension

Foes: 15
Rubies: 2



Two Archers, two Elites, and an Elite wielding Flame Tongues make things interesting for you here. Take out the Archers quickly; they give up Health. When you're the last man standing, get the Ruby and the Endurance-Up in the Jump Attack Crack *before* you stand on the circle in the center of the room, because it automatically takes you to the next area.



In the above room, a pair of Brutes and two Concubines wait. Six more Concubines reinforce their fallen sisters, some of them giving up Health. Get the Ruby in this room and head through the door.

Howl at the Moon

Foes: 8
Rubies: 2



Fend off the trio of Anubis Warriors, followed by an Anubis Captain and three more of the regular variety. They kick back some Health, and the gate lifts. Destroy the Set statue, collect the two Rubies in the room, and keep going.

Transgression

Foes: 10
Rubies: 2



This room is packed with bad guys—and gals. There's a pair of Archers across the room, a Bast Warrior, and two Concubines. Get the Archers out of the way first; they've got Health. When you've slain the rest, you'll have a moment of peace. Grab a Fire or Exploding Vase, because three more Bast Warriors are about to attack, followed by two Concubines.



When you're victorious, get the Gold Shield and the Ruby behind the fire vase nearest the entrance. A Strength-Up is in the Jump Attack Crack under the Fire Vase nearest the exit, and an Endurance-Up is in the crack by a second Ruby.

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Hall of Carnage

Foes: 60
Rubies: 4



This room is aptly named. It's a blast from the past as four Guards attack you, along with a Brute. The Guards die with a single hit and give up Health and Stamina! Once you've killed the first four, another four leap to the slaughter. A pair of Archers appear, and they die with a single strike.



Only the Brute puts up a decent fight here, and you'll be so busy dealing with the dozens of Guards and Archers (Jump Attacks work wonders in this room) that the Brute will live until the end. You get so many power-ups from this massacre that you should have full Health and Stamina.



Get the four Rubies in the corners, one of the many Shield Repairs, and hit the Jump Attack Crack in the window near the Save Point for a Strength-Up. Record your progress and continue.

The Keystone

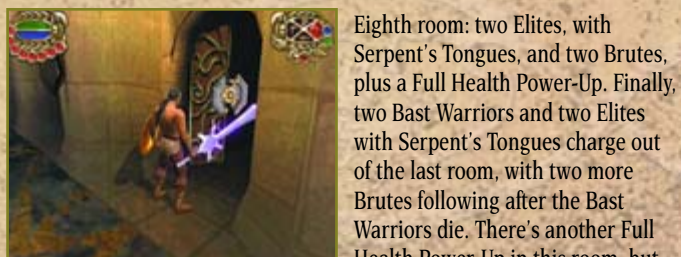
Foes: 38
Rubies: 40



It's going to get *really* ugly. The nine wooden doors in this room open one by one to disgorge ranks of foes. Luckily, almost all give you a Health or Stamina Power-Up as they fall. Four Elites pile out of the first door. Two Elites and a pair of Brutes are behind the next door, and there's a Ruby in their room; get it before you kill all four, or the door will close.



Another pair of Elites and Brutes are behind door number three, along with another Full Health Power-Up. Four Brutes lumber out from the fourth door; go into the room for a Ruby. Two Bast Warriors and two Elites rush from the fifth room, which also contains a Ruby. Four Basts are in the sixth room, along with a Shield Repair. The seventh room holds another Bast/Elite combo and the last Ruby of the game.




Eighth room: two Elites, with Serpent's Tongues, and two Brutes, plus a Full Health Power-Up. Finally, two Bast Warriors and two Elites with Serpent's Tongues charge out of the last room, with two more Brutes following after the Bast Warriors die. There's another Full Health Power-Up in this room, but

the door stays open after you kill the last Brute, so you can save it for after the battle. Whew. Take a breather and go through the now unlocked door.

Turning Back Time

Foes: 1
Rubies: 0



This is the Blood Minotaur. By now, you know the drill. He'll give up Health as he dies, and there's a Strength-Up in the Jump Attack Crack in the ground. Save your progress and continue. 

THE FINAL BATTLE



Mathayus finds Hammet, captured once again. Hammet tells Mathayus that Jesup and Rama are also Magus's prisoners. As a Jackal enters, Hammet knocks Mathayus out—he's Magus in disguise!

Mathayus regains consciousness, shackled to the wall. Magus reveals that he tricked him into venturing into the Netherworld and retrieving the Sword of Osiris. Magus plans to summon Set, the God of Chaos, and rule the Land of the Living. Mathayus, Jesup, and Rama will be his first sacrifices. Mathayus, enraged, breaks his bonds. The Sword of Osiris is embedded in the altar in the middle of the arena and you can't withdraw it, at least not yet. You're unarmed once again ... but still dangerous.

Magus is protected by a force field that will damage you if you run into it, so leave him alone for now. Magus summons three Anubis Warriors, which will appear in the three open chambers around the room. Run toward the closest open door and try to kill the Warrior before the other two arrive. They'll give up Health or Stamina.

When you've killed all the Warriors, head toward Magus. Make sure the altar isn't between you and him; as you get closer, an icicle cage traps you. You can break the ice cage with a Special Move. If you don't break it, run to one side of the narrow cage. Magus throws two fireballs at you, so run or jump over to the other side of the cage after he throws each one. If the altar blocks your view of Magus, the fireballs will be harder to dodge.




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After the first two fireballs, the icicle cage melts. Run toward Magus; he throws another fireball at you, so watch out for it. Sometimes, he'll teleport to the other side of the arena as you approach, but only once.

His force field is down now, but he's still armed with his staff. Block his attacks, then counter with a strong combo, like Rejected Wisdom (Strong, Strong, Normal, Strong) or Paving the Path (Strong, Strong, Strong, Strong). When he tries to run away, use a Jump Attack to stop him, then hit him with more combos.

After a few hits, Magus's force field is up once again, and he summons another trio of Anubis Warriors. Try to land a few hits one-on-one with a Warrior before the other two run over. Kill them for another batch of power-ups, avoid Magus's fireballs, then land more hits on the sorcerer. Eventually, you'll strike the deathblow. 



Magus, now mortally wounded, reveals his final act of treachery: In order to summon Set, the summoner must be struck down by his enemy. You've killed Magus, but now he is reborn, a hundred times more powerful, as the God of Chaos. Mathayus stumbles backward into the altar and pulls out the Sword of Osiris. 



Run. Set's clawed feet send out shock waves when he walks, so turn around and show him your heels. Throughout this battle, random doors around the arena open, sometimes revealing a power-up, but they won't stay open long. After the fireballs, he



Set eventually comes to a stop and spits between one and five fireballs at you. Dodge them if you can, and jump. If a fireball hits you while you're in the air, it won't knock you down.





pauses and starts to shake. This is your tip-off; he's about to shoot two rays from his twin snake heads. The rays land to either side of you, then drift left or right for a few seconds. You must move with them, keeping yourself between the two, or you'll take damage. After the rays, Set



TIP

When you see that Set is about to shoot the rays, run up close to him. It's easier to stay between the rays, and they'll move more slowly. Run away from him before he stops using the rays, because he's about to throw a purple fireball, and you don't want to be an easy target.



throws a purple fireball. If this fireball hits you, you'll be under a slow spell for a few crucial seconds. This fireball is harder to dodge than a normal fireball, but there's a simple trick: Run to the right or left as he throws the fireball, then immediately run

the opposite way and jump as soon as the fireball is in the air. If you do it right, you'll always avoid it.



Eight disks are around the perimeter of the arena. After Set sends out the purple fireball, a timer bar appears at the top of your screen, and three of the disks glow orange. Set starts shooting normal fireballs now. Jump Attack the three orange disks within the time limit, and you'll summon a meteor strike.



At this point, a Stamina and Full Health Power-Up appear on two of the normal (non-orange) disks. You may have time to get them while you're activating the orange disks, and you also have a few seconds after you Jump Attack the last disk and before the

meteor hits Set. The camera zooms to a very far-out view, and you should be able to get one or both of the power-ups before you run over to Set.



The meteor knocks Set to the ground. Run over to him. Kill the two snake heads and then you can damage Set; a single Special Attack will destroy them both. Hit Set. Normal and Strong attacks seem to do the same amount of damage. Special Attacks really hurt him, but keep an eye on your Stamina Bar. After three to four hits, he'll regain his feet.

THE SCORPION KING

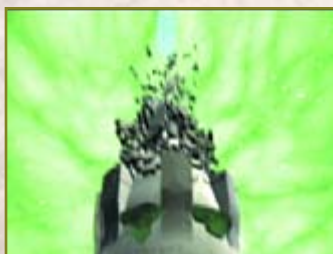
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The cycle repeats; he chases you for a while, then throws fireballs, then the rays. Avoid the purple fireball, then Jump Attack the three orange disks. After you've attacked him the second time, the number of orange disks you must activate increases to four, then to five, and finally up to six. Once you've got Set down to

about a quarter of his health, he attacks you with white, guided fireballs as you go for the orange disks. Keep moving and jumping.



As you plunge the sword into Set's heart, the God of Evil and Magus are destroyed. The Tower of Babel begins to crumble, and Mathayus, Jesup, and Rama run to the safety of the desert. The Sword of Osiris glows and, like Set, disappears once again as the three brothers walk off into the sunrise. 